

## 1: Dragonlance Nexus: Player's Handbook II - Product Catalog

*The revised Player's Handbook is the definitive rulebook for the Dungeons & Dragons game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game.*

Provides all-new information on the character classes, races, artifacts, and powers that are unique to the fascinating world of Krynn. It was published in September. Because it contains so much crunch, Dragonlance Adventures is much more than just a fluffy setting book. Like all of the previous 1. Continuing the Dragonlance Saga. However, this saga had ended in October with DL TSR answered that question with their release schedule. This included the semi-fiction Leaves from the Inn of the Last Home, the fiction anthology Dragonlance Tales Volume 1; Magic of Krynn, the hardcover Dragonlance Adventures, and then a few months later the geographical Atlas of the Dragonlance World. With these releases, TSR was clearly stated that they planned to develop both the fiction and the game of Dragonlance past the original story of its creators. Unfortunately, those original authors were now on their way out the door, departing TSR to build on their fictional triumph in the wider world of book publishing. Clerics are divided into good, neutral, and evil classes. More notably, each god grants its followers certain spheres of spells and even certain specific abilities. However two of the knight classes, the Knights of the Sword and the Rose, require characters to first advance in the default Knight of the Crown class and also to meet other requirements. Tinkers are a special class created for the new tinker gnomes of Krynn. Wizards are also divided into good white, neutral red, and evil black variants. Dragonlance Adventures also features plenty of races including: More comprehensive information on Krynn was scarce. Overall, information on the Dragonlance setting was a hodge-podge prior to the publication of Dragonlance Adventures. But in those days, adventures were the prime way to reveal setting information, so it was a very traditional hodge-podge. Dragonlance Adventures spends its entire page length on detailing Krynn. Most of this detail is crunch, including classes, races, creatures, and NPCs. Dragonlance Adventures also contains some background, revealing the gods of Krynn, reiterating the history of Krynn, and once more detailing Ansalon after the War. The thing most obviously missing from Dragonlance Legends is information on the geography of Krynn. TSR probably figured that the upcoming Atlas of the Dragonlance World would more than serve that need. Beforehand, Hickman and Weis were the ultimate authorities on the world, but afterward divers hands took over. As a result, the next two adventures, DL Most notably, big changes to the timeline appeared with Tales of the Lance, because the timeline in Dragonlance Adventures missed some major things. Other changes were more controversial. One was an adjustment to the racial origins of the smaller folk of Krynn. An even bigger change occurred with the advent of the Dragonlance SAGA system, which tripled the size of Ansalon! I will state here, without apology, that DL Adventures will be taken as the foundation for all things Dragonlance with certain exceptions where applicable such as the flawed time line. Dragonlance Adventures reprints many of the classic monsters of Krynn. These reappearing critters include draconians, ice bears, bloodsea minotaurs, spectral minions, thanoi, and many more. Hickman was the originator of the ideas that became the Dragonlance Saga. He and Weis coauthored the six novels at the core of the saga, Dragonlance Chronicles and Dragonlance Legends. This was their last work on the setting until their return in the mids to write Dragons of Summer Flame, a single book that had been intended as another trilogy. Please feel free to mail corrections, comments, and additions to shannon. Customers Who Bought this Title also Purchased.

## 2: Dragonlance Nexus: Player's Handbook: Core Rulebook I - Product Catalog

*Dragonlance modules and sourcebooks are modules and sourcebooks printed for the Dragonlance campaign setting in the Dungeons & Dragons style of game. The Dragonlance game project began with Tracy and Laura Hickman, and the idea of a world dominated by dragons.*

Dwarves, elves, halflings and humans are all labeled as "common" races who will be seen practically everywhere save the drow subrace for elves, whilst the others are labeled as being "uncommon" races. Many races have subraces; they must choose to be a specific kind of that race for further added bonuses. Race design is similar to 4e, minus the "racial powers" setup due to the loss of that mechanic; all bonuses, no penalties - with a few subrace exceptions. This carries over the 4e philosophy of not completely screwing players who want to build something unconventional, like a halfling barbarian or a half-orc wizard. The first DMG includes rules for custom-building subraces and whole races, with the Eladrin and Aasimar used to demonstrate the rules. Dragonborn Essentially, they are their 4e counterparts with vaguer backgrounds, dragonborn are still pretty close to what they were. Not terrible, even if laughably outclassed in almost every way by other races with similar stat bonuses. Dwarf Your standard issue dwarf. Short and stout, grumpy but loyal, love digging, and tough as a hammer sammich. They get two subraces; Hill and Mountain. Elf Still pretty standard; graceful, eerie, beautiful, mary-sueish bastards. They get three subraces; high, wood and dark. High elves are the magically adept elite. Wood elves are the iconic forest-dwelling primal elves. The Sea Elf comes with the above mentioned ft swim speed as well as the ability to breathe under water as part of the "Child of the Sea" racial feature. Avariel are the winged elves of the Forgotten Realms, nearly driven to extinction by dragons. You have a flying speed of 30 feet while not wearing heavy or medium armor, and know Auran. Unless you are in it for the flavor, there is really no reason to pick them, seeing how there are plenty of better races with flight out there. The Grugach of the Greyhawk setting are xenophobic, isolationist forest dwellers, known to massacre anyone unfortunate enough to stumble into their realm. They get a Strength score increase of 1, a proficiency with the spear, shortbow, longbow, and net going with their savage theme. They can choose a single cantrip from the druid spell list, using Wisdom as their spellcasting ability. Their xenophobic nature also manifests itself by having their ability to speak Common replaced by Sylvan, so you better use a background feature to learn it. Shadar-kai have returned as an elf dub-race, being now a hybrid between their 3rd edition lore of being fae dwelling on the Plane of Shadow, and their 4th edition lore that presented them as humanoids from Shadowfell. Ironically, the fact that they are now basically insane BDSM elves from a different plane makes them seem allot like a certain other type of Dark Elf. They get a Charisma score increase of 1, and the choice between chill touch, spare the dying, or thaumaturgy, with Charisma as their spellcasting ability. Once per short rest, they can also teleport up to 15 feet to an unoccupied space they can see, and gain resistance to all damage until the start of their next turn. With Dragonlance supported, but the Kender race thankfully missing after playtest, these seem to hold up as the Kender replacement. These are the "svirfneblin", the Underdark-dwelling gnomes mentioned but mostly ignored in editions past. They can also grow beards, something that may have been in previous editions, but is directly addressed in this one. The best PHB race for any Cha-based class, due to their tremendous versatility, and easily has the most raw power. Look at it like this: It might not be the optimal feat for your build, no, but can you easily deny that it beats out any other feat in the game for raw power? Well, a half-elf is essentially a variant human who gets a feat like that. Any kind of half-elf can trade for an upgrade to darkvision and proficiency in perception, half-high elves can gain a wizard cantrip, half-wood elves can gain a five-foot speed boost or an improved ability to hide in the wild, and both of the above can gain elf weapon training. This effectively makes them the best barbarians in the game and gives barbarian-lite abilities to any other classes. This new design eliminates the culturally awkward standard of male orcs forcing themselves on human women, to the point of actually raising the idea that the race could be used for playing a half-dwarf, half-orc. Halfling Small, cheerful, practical creatures, halflings try to make friends with anybody. Their two subraces are Lightfoot and Stout. The playtest release featured the infamous Kender of Dragonlance as yet another

halfing subrace. Of course, if an official Dragonlance playbook ever comes out doubtful, at this point, given the lackluster success of it in 3. Human Humans are the versatile race once again. The feat option, given how strong feats are in 5th, can actually make it very hard to choose any other race, even ones that specialize in a specific area, over humans for a build given the sheer rapidity of power the variant human allows. Tiefling Following in the footsteps of 4e, with a unified if still very variable appearance and a tiefling racial backstory as "descendants of a cursed empire" rather than "spawn of a human and a fiend". Pretty much all of the 3e variants made it through as sub-types. Gotta pick a sub race from the following: Nice utility, as all alternative movements are. Good for other Dex-based classes, completely redundant for a rogue or high-level ranger. Good for a control fighter and the like. Unarmed strikes may only deal a single point damage, but the real power of this ability is essentially two-weapon fighting without needing the fighting style to add the ability score modifier to the damage roll. Good for mage-hunting and utility. Warforged Same old magic robots. Very simple, yet very effective: All of these are somewhat abusable, so your DM might tone them down. On the plus side, they no longer have healing penalties and such. Only four varieties this time; Earth, Air, Water and Fire. Also, got a lot more cultural tweaks than just about anyone was expecting. They also have horns, which they are automatically proficient with, that deal 1d10 piercing damage, offer advantage on shoving checks, automatically shove when used as part of an Attack action, and can be used to gore an enemy as a bonus action even after a Dash. Gothic Heroes[ edit ] Revenant The most exotic race to come out of 5e yet, the Revenant is a member of any of the other races that has died and then risen from the grave as an undead creature in order to pursue an all-compelling goal. The drawback is, once you complete the goal that brought you back from the grave, you die well and truly, passing on to the afterlife with no further possibility of resurrection. Gith One of the biggest and most important subrace splits in the game over here. Zendikar[ edit ] Appearing on the Magic: As a result, it included assorted Zendikaran races, from humans and elves to goblins, vampires, merfolk and kor. Unlike traditional Merfolk, these ones come with legs, so they can actually walk around on land like Tritons. They have to pick one of the three Creeds to follow, which functions as a subrace choice. Zendikaran Vampire Aligned to Black Mana, Zendikaran Vampires are not undead, but infused with a necrotic disease that requires them to feed on the life-energy of others. This is a special attack that they can only do on a target that is willing, restrained, grappled or incapacitated; it inflicts 1 piercing damage and D6 necrotic damage, which A: Zendikaran Goblin Aligned to Red Mana, these goblins are tough and hardy creatures. Grotag Tribe Goblins receive free proficiency in Animal Handling. Lavastep Tribe Goblins have Advantage on Dexterity Stealth checks made in rocky or subterranean environments. Tuktuk Tribe Goblins receive free proficiency in thieves tools. Zendikaran Elves What to really say about these guys? Innistrad[ edit ] Appearing on the Magic: So instead you get an entirely new "human race", with assorted sub-races reflecting specific provinces of Innistrad. They essentially have the Mobility feat, but without having the mobility feat so you can double up on it if you gotta go fast. In mid-September, it was revealed that the book would feature roughly a dozen "deeply detailed" monstrous PC races, and an undisclosed larger number of monsters given "quick rules" for PC use. However, this turned out to be WoTC playing it vague and the end result was that there were only thirteen races in it, one of which was effectively a reprint. The Monstrous Adventurers mark the first return in 5th edition of racial ability score penalties, something that brought a lot of rage and skub from those who hated this idea and those who loved it. Not helping is that of all the races in the book, only the orc and the kobold get these penalties. The designers essentially tried to sidestep some critiques of flagrant balance issues with the "monstrous" races by saying that they are not intended to be truly balanced, and that all DMs have free reign to modify or ban them. Of course, this change in lore from 4e was met with huge amounts of skub. Aasimar Very, very different from their DMG examples. Each of the three subraces, at 3rd level, gets an "angelic manifestation", a transformation they can enter as an action and which lasts for 1 minute or until they end it, with bonuses depending on the subrace. Naturally, they had to undergo a fair amount of changes, since 5e wants to avoid letting PCs be Large. Not even in cultural information. They are surprisingly fitting, since they were first introduced as a player character race in the Forgotten Realms setting. Medium sized, 30ft land and swim speeds, amphibious, can cast Fog Cloud at will and Gust of Wind at 3rd level and Wall of Water at 5th level once per day with Charisma, telepathically talk to water-breathing

creatures, are Resistant to Cold and immune to deep water environments. Exactly which ones are broken is and forever will be skub , but general agreement is that the would-be orc and kobold will be far happier using re-colored half-orcs and halflings as a template, respectively, and that the yuan-ti pureblood is gob-smackingly powerful enough to make even the half-elf blush. One of the only monsters not to get their core racial power: That said, Pack Tactics is incredibly strong due to ANY form of advantage cancelling out disadvantage. What makes a kobold powerful is not that they have access to Advantage, but that they can pretty much never have Disadvantage when near an ally. This opens up a GWM kobold, or a long range sniper kobold as actually viable options. Put a Kobold on a Wolf mount for extra shenanigans. As for their crunch You have Advantage on all saving throws caused by spells and magical effects".

## 3: Gnome (Dungeons & Dragons) - Wikipedia

*Player's Handbook II* by David Noonan D&D Core Books, Volume 8 Description: From [www.enganchecubano.com](http://www.enganchecubano.com): A follow-up to the *Player's Handbook* designed to aid players and provide more character [www.enganchecubano.com](http://www.enganchecubano.com) *Player's Handbook II* builds upon existing materials in the *Player's Handbook*.

Not only do you have the Wizards of High Sorcery to contend with, but also bards cast healing spells in 3rd edition. At first glance, the bard appears to be a poor fit for the Dragonlance game. Yet does the bard have to be excluded from the Dragonlance setting? This article compiles three previous articles I had written about bards in the Dragonlance setting, and updates the material to fit with developments with the bard since. Lastly, I wrote an article called Bards of Krynn: Options for Bardic Magic, which showed how to use a bard with all four types of magic in Krynn. Suddenly, the bard had many aspects: There was also a section on tips for non-spellcasting bards, as well as other magical variants. Since the time of that writing, there have been many new innovations regarding bard characters. Unearthed Arcana has given us several variants on the bard, and War of the Lance has given us the Master class specifically the Master Performer and Master Sage and the Chorister prestige class. This guide brings all of those elements together, giving several options for bard characters in Krynn. I hope you enjoy them and find them useful in your games. Like the sorcerer, the sonomancer taps into the power of Wild Sorcery. This phenomenon came to the attention of Palin Majere, prior to the destruction of the Academy of Sorcery, who was considering a new course of study called Sonomancy – the magic of sound. This option is an excellent one for those who wish to maintain historical accuracy in regards to when Wild Sorcery is accessible. This version of the bard is only available during the Age of Mortals. The downfall of this option is that one cannot play the sorcerer-bard in any time other than the early Age of Dreams and during the Age of Mortals, when Wild Sorcery is available. The sorcerer-bard also has to contend with the Wizards of High Sorcery. It is only at higher levels that the Wizards of High Sorcery take notice. The classes below help to address this issue. Chorister War of the Lance The Chorister taps into the power of spiritual music. They make a great option for eras prior to the Age of Mortals, as they allow a cleric to tap into the bard spell list. The Chorister is able to follow any deity, though they typically follow Branchala, Sirrion, and Hiddukel. A mystic could theoretically take this class. Unlike the Chorister, though, the Goodfellow only follows Branchala. He uses spells from the bard spell list, though he does not have the capability that a bard has. Focusing on acrobatics, this bard option can be a lot of fun. Master War of the Lance Perhaps the most accurate variation of playing a bard in Krynn is the option of a non-spellcasting bard. This is supported in prior products, such as the Tales of the Lance boxed set. The benefits are obvious. The Master fits this role perfectly. The Master has one added benefit in that it can specialize in a focus. A Master Performer can focus on acting, art, music, and the like. Or, a Master might become a Master Sage, focusing on knowledge skills. Once a Master reaches 7th level, he is proficient in both areas. Likewise, he could take on a different route, becoming a Master Craftsman or Master Professional. The few bards who advance beyond 2nd-level spellcasting ability and take the Test of High Sorcery obtain the title of Bard of High Sorcery. These bards are fully dedicated to magic and magic lore, inspiring their fellow wizards with tales of mages of old Magius, Fistantilus, and Raistlin being the most common. The path of High Sorcery is one of the utmost dedication, and is often not suitable to the lifestyle of your average bard. Most bards who gain their power through High Sorcery are dabblers, never advancing past 2nd-level spells. Some take on the lifestyle of a renegade, always on the run from the renegade hunters of the Wizards of High Sorcery. Bardic sages approach magic slightly differently than other practitioners of High Sorcery. Rather than carrying spellbooks, they carry songbooks, filled with spells written in the language of magical music. This differentiation is accepted by the Wizards of High Sorcery, though they look upon the bardic sage as an oddity. Divine Bard Bards that gain their power through divine magic are much easier to place within the world of Krynn, although there are limits on the eras of play. Divine bards either tap into the divine song of a god or their own inner power of the heart in order to cast spells. Their songs are spiritual, touching the hearts of all those who hear them. The Divine Bard can follow one of two paths: The mystic-bard reaches inward to discover his inner feelings, shaping

those feelings into notes, chords, and songs. These mystic-bards face the same challenges that sorcerer-bards do in regards to eras that they can be played in. However, they do not have to face the Orders of High Sorcery, as they utilize divine magic instead of arcane.

**Devoted Bard** While mystic-bards claim that music comes from the heart, cleric-bards claim that music comes from the gods. If one knows the song of a god, one can use the power of that song. Those who follow this path are known as Devoted Bards. Good bards gain their power from Branchala, through the Song of Life. It is said the hearts of mortals beat to the Song of Life. This song inspires people to create, and to do good works. Neutral bards gain their power from Gilean, through the Song of Knowledge. The Song of Knowledge contains the vast knowledge of the cosmos. Those who master this song are considered to be seers. Neutral bards can also revere SIRRION, whose song is the Song of Passion. These bards embrace life, and have a very artistic nature. Evil bards gain their power from HIDDUKEL, through the Song of Lies. These bards, known as Betrayers, spread lies throughout the lands, telling false tales and spreading dissent. Though Devoted Bards can follow the Divine Bard rules in Unearthed Arcana, those that walk this path typically take Chorister or Goodfellow of Branchala prestige class.

**Savage Bard** The savage bard should work as presented in Unearthed Arcana. The key would be to find an area on Krynn where they would fit in. The savage bard is a good option for Plainsmen, Ice Barbarians, and Kagonesti amongst others.

**Prestige Bard** The prestige bard is a great option in that it allows one to take the basics of the bard, and apply it to any era. You do not have to worry about whether you are drawing your power from High Sorcery or Wild Sorcery, as it could be either. He represents inspiration, music, poetry, and performance. Known also as the Songmaster, it is said that the hearts of mortals beat in time with the Song of Life of Branchala. Though Branchala typically favors choristers and goodfellows as his followers, he also has a warm spot in his heart for the bards of the Age of Mortals who draw their power from Wild Sorcery. Master performers also follow Branchala. The Bards of Branchala see below are also specialist followers, who tap into the power of the Song of Life itself.

**Gilean, the Sage Gilean** is a favored god amongst bards who specialize in knowledge. Gilean favors the master sage, though he accepts among his followers those who search for knowledge in any form. The Players of Gilean are among Gilean's bard followers.

**Hiddukel, the Prince of Lies** As the Prince of Lies, Hiddukel makes it his job to spread disinformation wherever he can. Bards who serve Hiddukel are charged with spreading lies wherever possible. Sometimes, bards of Hiddukel will cause worse damage by telling the truth. For example, they might tell the true tale of a hero of legend whose flaws were lost to history.

**SIRRION, the Flowing Flame** As the god of creativity and passion, SIRRION is a natural deity for bards. Bardic sages draw their power from High Sorcery, and tell tales of wizards of old. They are often seen with adventuring parties who are trying to restore an ancient item of magic. First, the magic of a Bard of Branchala is divine in nature, and not arcane. This change was instigated in order for the Bards of Branchala to not be under the watchful eye of the Wizards of High Sorcery. Bards cannot be lawful, and in this case they gain their power directly from Branchala. Bards of Branchala gain their power from spellsongs, which come from the Song of Life, the music of all living souls. Some say that the hearts of all mortals beat in time with the Song of Life. While the Song of Life resides in all mortals, this divine power is only accessible to those who can hear the melodies and harmonies within the Song of Life, and who can feel its rhythm. These rare individuals are known as the Bards of Branchala. Bards of Branchala come from all walks of life. Some study at the Bardic College in Ergoth, some study under a master, and some learn the ways of Branchala on their own. Wherever Bards of Branchala come from, they all follow the beat of the Song of Life. Bards of the Note are able to cast spellnotes. These bards are considered to be apprentices, and generally study under a Bard of the Chord or a Bard of the Song. To be chosen as an apprentice of a Bard of the Song is considered to be of the highest honor.

**Bard of the Chord** When a bard progresses to the point where he can cast spellchords, he gains rank as a Bard of Branchala and becomes a Bard of the Chord.

## 4: [Let's Read] Dragonlance Campaign Setting

*The Player's Handbook (spelled Players Handbook in first edition Advanced Dungeons & Dragons (AD&D)) is a book of rules for the fantasy role-playing game Dungeons & Dragons (D&D).*

Around this time there was plenty of information on dungeons in RPG sourcebooks, but not so much on Dragons. Hickman suggested a series of linked adventures, and the design team decided that a series of novels should accompany it. And thus the Dragonlance Chronicles were born. For a time it even shared a spotlight with the established Forgotten Realms as a popular setting. Of course the series had its controversy as well. Love it or hate it, there are few other settings like Dragonlance. The Dragonlance Campaign Setting is a 3. Technically a 1st-party book, it received no further official support, with the production of future sourcebooks delegated to Margaret Weis in charge of Sovereign Press. It was this book I was first introduced to the world of Dragonlance. Basically the history of the world is divided into Five Ages: The last two Ages Despair and Mortals are the ones with the most in-game support and detail, both within living memory the Age of Mortals began 30 years before the current date. The setting takes place on the continent of Ansalon, which is on the planet of Krynn. Ansalon is located in the southern hemisphere and measures 1, miles west to east and 1, miles north to south. It was a large, unbroken landmass originally, but the Cataclysm at the end of the Third Age fractured it. Despite its relatively small size there are many unexplored regions, from monster-filled wilderness to inhospitable wastelands and mountain ranges. The continent of Taladas is far to the northeast of Ansalon, home to many of the same races, though the societies have progressed separately. The good-aligned metallic dragons claim the Dragon Isles to the north of Ansalon as their ancestral homeland, and almost all of them left Ansalon in a self-imposed exile during the Age of Despair. Two themes are integral to Dragonlance. Epic Fantasy is a genre of high adventure, where the PCs take part in grand struggles and whose deeds pass into myth and legend. The other major theme is the Conflict of Good and Evil. Although Dragonlance uses the nine-fold Alignment axis, Good, Evil, and Balance Neutrality are the major cosmic forces. Neither can exist without the other, and even if one side appears victorious for long such as in the Age of Might or Despair, the cosmic pendulum might swing to the other side. Individuals are chosen to champion the cause of moral forces, even in an unwitting role. But even then mortals can defy the gods and forge their own destinies, like Raistlin did in the Legends trilogy. Although Good and Evil are absolute forces, the workings of the world and the choices people make can redeem corrupt villains or even corrupt causes with good intent. This is what separates Dragonlance from many other settings, for both good and ill. However, as evidenced by the Original Chronicles and Key of Destiny, it is a very friendly setting to world-saving heroics and PCs deciding the fate of Ansalon long-term. The game is a low-magic world, and although PCs encounter plenty of magic and monsters, a lot of the setting was designed to make the major events stand out that much more. Arcane magic is tightly regulated by the Wizards of High Sorcery for its destructive potential, although the mages of the remaining Tower of Wayreth have enough power to even repel a would-be Godling. Several countries are idyllic and go through periods of peace, only to be besieged by a hostile outside force for the PCs to protect them against Silvanesti, Solamnia, Hylo. Basically, Dragonlance is suited for a more epic, Tolkienish style of gameplay in comparison to settings like Eberron, where danger and intrigue lurks behind every corner and greed and glory are just as reasonable motivations as heroism. I would not describe it as a weakness so much as a quirk which distinguishes the setting style. Dragonlance Campaign Setting Chapter One: Races Now we start into the book proper. Here we look at the major and some minor races of Krynn and briefly into their personalities and culture. The Humans are one of the three elder races of Krynn. Created by Gilean and the Gods of Balance, humans were the first race to be gifted with free will and are known for their variety and ambitiousness in contrast with their short lives. Generally humans are divided into the categories of "Civilized" agricultural, urban and higher technology level and "Nomadic" hunter-gatherer, closer to nature spirits humans, but even then these are more arbitrary categories. The Nomadic humans might be viewed as more primitive and barbarous, but have just as intricate histories and customs, and some even have their own great cities the Khur in particular. Nomadic humans, however, are more suspicious of outsiders given that their

homes traditionally did not have as much contact with other groups. Prominent civilized human groups include the Abanisinians frontier folk, have a history of turning to false gods, Ergothians powerful nation of mariners in western Ansalon, Kharolians southwest Ansalon, friendlier to Wizards due to close proximity to the Tower, keep extensive genealogical records, Solamnics lawful good nation of chivalric knights, Nerakans descendents of the ancient Istarans, live in Neraka and are the "bad guy" nation of the setting, and Nordmen live in humid jungles of the north, known for their horses. Nomads are also more likely to worship Chislev, goddess of nature. All humans, both civilized and nomadic, speak Common and one regional dialect. I might detail them later in Chapter Six: The Dwarves are an industrious people who traditionally live in underground kingdoms. They were one of the races created when the Graygem of Gargath cracked in the Age of Dreams from Gnomish stock. Dwarves are proud of their facial hair, have extensive ties to family and clan, and are primarily Lawful Neutral as opposed to Lawful Good in most settings. The primary dwarven kingdoms are Thorbadin and Thoradin, although there are scattered communities across Ansalon. Reorx, God of the Forge, is their most popular deity. Dwarves are further divided into mountain dwarves, hill dwarves, dark dwarves, and gully dwarves. Mountain dwarves are those clans who remained within Thorbadin. They include the Hylar Highest, the oldest of the clans and are the nobles of the mountain dwarves; the Daewar Dearest, a clan of proud warriors; and the Klar, a clan of hill dwarves trapped within Thorbadin when the realm was sealed off from the rest of the world. They were an oppressed underclass, allowed only menial jobs and confined to impoverished sections of town, and their wiry beards and darting eyes gave them an undeserved reputation as madmen. The Hill Dwarves are all of the Neidar Nearest clan. When the Cataclysm rocked the world, many dwarves living above Thorbadin rushed to the kingdom in desperate need of food. The kingdom did not have enough resources to care for them, and kept them out. This led to bitterness and hatred which erupted into the Dwarfgate Wars as the Neidar attempted to fight their way into Thorbadin, but failed. A people without a home, the Neidar lived among non-dwarven communities and in their own towns, nursing a longstanding grudge against their mountain dwarf brethren. The wizard Fistantalus, who fought on the Neidar side, betrayed them and created a magical cataclysm which killed thousands on both sides. Thus the overall dwarven hatred and distrust for wizards. The Dark Dwarves are two clans of mountain dwarves who live deeper than others, completely in darkness. They are known for being evil and treacherous, and are much paler than others of their kind. The Theiwar Thankless clan became allergic to sunlight sometime around the Age of Dreams. They are very fair-skinned and have a knack for arcane magic. The Daegar Deepest clan were once noble mountain dwarves, but sided with rebel Theiwar and were banished with them to the deeper reaches. Dark Dwarves have all the traits of PHB dwarves, except they have -4 Charisma, longer sight of Darkvision, racial bonuses on Hide, Listen and Move Silently checks, take penalties to rolls under bright sunlight, and have Rogue as a favored class. Which brings us to Gully Dwarves. They are of clan Aghar Anguished, and are one of the 3 comic relief races of Dragonlance and thus hated by a lot of gamers. Basically gully dwarves are believed to be the result of gnome-dwarf interbreeding in the distant Age of Dreams, inheriting the worst traits of both. They earned their name for their poor status and living conditions. Gully Dwarves live amid the ruins, sewers, and other places untouched by the other races of Ansalon. Their lives revolved around simple survival, of hunting and scrounging food most of the time. They are incredibly stupid, most being unable to count past 2 which is anything more than 1 to them. They believe themselves to be abandoned by Reorx and thus worship no Gods. They also only fight when backed into a corner, pleading piteously to have their lives spared. None of the other races of Ansalon like them, and are usually chased out of communities or forced to live in forgotten spaces of cities. Gully Dwarves as a race are incredibly underpowered. They receive bonuses on stuff gully dwarves are good at survival checks, diplomacy checks to convince enemies not to harm them, but they receive penalties against fear effects and Intimidation rolls for their cowardice. The Elves of Krynn are one of the three original mortal races, created by the good-aligned Gods of Light. As a people they have long lifespans and seek to live in harmony with nature. In addition to low-light vision and the common PHB elven racial traits, Dragonlance elves have Elfsight, which grants Darkvision up to 30 feet. Qualinesti Elves live in the forest nation of Qualinost. Twice they had to leave their homeland, most recently after a battle with Beryl the Green Dragon Overlord turned their capital city to ruin. Like the Silvanesti they are a people living

outside their ancestral home. They are a technologically primitive, hunter-gatherer society and believe that every aspect of the world possesses a spirit. They decorate their bodies with feathers, paint, tattoos, leather fringe, and other accessories for symbolic meanings family history, honoring spirits and granting good fortune, etc. They persevered through Ergothian incursions, the depredations of the Dragonarmies, the Dragon Overlord Gellidus, and even enslavement at the hands of Qualinesti and Silvanesti. This has made them resentful of humans and other elves for constant attacks on their way of life. Oh, did I mention that the "high" elves in this setting are total dicks? Yeah, every negative stereotype about elves in Tolkienish fantasy has been done tenfold in Dragonlance. Their favored class is Ranger. Silvanesti Elves are isolationist, arrogant people who are extremely racist against everyone else. They are the most beautiful of the elves and have one of the most advanced societies in terms of scholarly and magical might, but their cold aloofness makes it hard for others to appreciate this. They view half-elves as abominations, Kagonesti as savage children, and Qualinesti as "poor, uncultured cousins. They are strongly lawfully-aligned. Half-elves are treated as outcasts by both humans and elves. For a long time elven-human relations were not very good, and most children between the two post-Age of Might were borne out of rape by human bandits. As such, half-elves grow up unwanted and tend to be more likely to reject society and authority. They too have Elfsight of 30 foot darkvision like their elven parents.

## 5: Portal:Lexicon - Dragonlance Lexicon

*Player's Guide to the Dragonlance Campaign (Advanced Dungeons & Dragons, 2nd Edition, Pg1) [TSR] on [www.enganchecubano.com](http://www.enganchecubano.com) \*FREE\* shipping on qualifying offers. Novel readers and AD&D players are always looking for a new challenge.*

MONK , combining some thief skills with the disciplines of martial combat. There are also many combinations of classes available within the game. Some classes are intrinsically limited in the highest level which may be attained, but in addition to this, there are racial advancement limits on many classes--that is, characters of a particular race may be limited in how far they may advance. These limits are frequently tied to ability scores, and are catalogued for reference. The character classes are described briefly, with links to more detailed descriptions. Players may benefit from the character class assistance page. Some of the listed classes give experience point requirements for apprenticeships. Most of these were added for the MyWorld campaign for purposes of characters who desire to change classes; those which are a necessary part of the character creation are indicated in the description. If the DM is interested in such apprenticeship rules for his table, they are available at the M. There are examples of these in every mythology. Although traditionally occidental alchemists were seeking to transmute lead to gold and oriental alchemists were trying to concoct the elixir of life, all alchemists in this version are attempting to achieve only the former. The career of the alchemist has a ceiling based on random rolls in the attempt to achieve this. He is the ultimate spy, but must be evil in alignment regardless of his motivations for selecting his jobs. Assassins cooperate in guilds, but do not take kindly to other assassins working on their turf. Assassins are limited in their progression, and must defeat previous leaders to reach the highest levels. These characters are related to sages, being especially adept at research along with the manipulation of law and government. They are powerful brutish fighters from primitive areas who fear and disdain magic and civilization, but will band together for a good brawl. Many barbarian abilities are connected to the land or kind of land in which their tribe lives. These characters learn the arts of combat and stealth before pursuing a pseudo-religious career as musical magicians. The bard has a maximum level, but it is very remote. These undisciplined fighters work themselves into a fierce frenzy before battle, and are able at times to change to wolves and bears. Poor and hard working, they have special skills which make them welcome in any non-hostile community and reduce their expenses. They are bound by chivalry, and must be insanely courageous at all times. The are drawn from the upper classes of society. He combines magic of a sort with strong but somewhat limited combat skills. These clerics have weaker defenses and stronger attacks than other clerics, with magic slightly more offensive and less curative. They are able at higher levels to change to various animals. Druids are limited in number in the higher levels, and it is not uncommon for a druid to have to defeat another in battle to reach these levels. There is a maximum level of advancement, but it is an extremely powerful character at that point. They receive additional spells related to those gods, but may also have responsibilities in the cause of the god they serve. These clerics have limits on their levels and a leadership structure limiting progress to those who assume authority positions in their faith. The spell selection is more limited than that of the magic user, but in some ways more powerful, and advancement is relatively more rapid. This is the individual who steps into the street and impresses his opponent with a brilliant display of weapon maneuvering before joining combat. Kensai often have to face other kensai in duels to prove their courage, honor, and skill, and advancement often requires that such a duel be fought and won, but duels need not be fatal. They gain special abilities according to the level of the order they attain. These cavaliers have a maximum level of advancement, and an authority structure requiring certain duties of their more powerful members; however, members of the orders may receive valuable and powerful and possibly magical equipment from the order for use in the right causes. There is a greater variety of magics available to the straight magic user than to any other class. He may begin and equip either from the oriental monastery, or from the mission in the occident. Monks are limited in advancement, and often must defeat higher level monks in combat in order to progress to the highest levels. His identity is always secret-in fact, he must also be an alchemist , bushi , sohei , wu jen , or yakuza to cover his profession, and must be

aware that any samurai will consider it his sworn duty to execute anyone proved to be a ninja. However, they have thief, acrobat, and assassin skills of significant usefulness. Ninja must obey their family leaders. These have much in common with the barbarian, but are more narrowly defined. This class combines the cavalry prowess and bravery of the cavalier with a limited form of the devotion and spiritual power of the cleric. Although it is remotely possible for any character in the game to have such mental powers, only the psionicist can freely choose which powers to develop and can gain added powers as he gains experience. These fighters have skills in tracking and other outdoor lore, and gain a little magic at upper levels. The runecaster, like other clerics, fights reasonably well, but also learns to carve these runes. Rune magic is much slower than other types of magic, not usually useful in the heat of battle, but can perform some remarkable and useful things, especially when prepared in advance of the use situation. Trained to fight from horseback or on the ground, they are especially skilled in the katana, a very potent oriental sword, and usually in the daikyu, the equivalent of a long bow with a design to facilitate firing from horseback. The samurai will die at his own hand if so ordered by his daimyo. Although trained to defend himself at need, it is a great dishonor to him to be forced to kill even an enemy. His spells are very similar to those of the clerics of the occident. Magic and combat skills are both limited somewhat, but the character combines them effectively. Sohei generally are assigned to specific tasks by their superiors. Moving stealthily, pilfering objects, and surprising opponents are all basic to the thief package. In middle levels, this character begins to specialize in cat-burglar skills, such as tightrope walking, jumping between rooftops, tumbling out of danger, and falling unharmed. Although the player has the option to roll dice for either the thief or the thief-acrobat class, the decision to "go acrobat" is technically not made until level six, at which time the character must qualify for this class if he wishes to choose it, but may in any event continue as a thief instead. These creatures have a weird interest in technology, and design and build ghastly oversized overdesigned machines for even the simplest tasks. They are more a piece of comic relief than a serious adventuring class. These characters are more dedicated to the pursuit of magic than to any other thing, even gods and alignments. Because of this, first level characters in these classes need not choose either a deity or an alignment. When the character chooses his alignment, he is put through a complicated initiation ritual it can be fatal, and becomes connected to a particular robe. These characters gain or lose spell power with the phases of the moon. There is a maximum level for the leader of each order, and in order to achieve the highest levels, a character must become the leader of the order by the means appropriate to the alignment of each robe. They are never lawful, and have the reputation of being rather crazy, partly due to their hermit-like separation from society, and partly due to the taboos they acquire which require them to do odd things or to avoid ordinary ones. Their magic is closest in variety and power to that of magic users, and they gain additional power by mastering "elements", learning all of the spells connected to one of the oriental alchemic elements. These characters have some thief skills, and skills related to the control of an area, usually within a city.

## 6: Dungeons & Dragons 5th Edition - 1d4chan

*DragonLance Adventures (Advanced D&D). Huge Lot of Dungeons and Dragons Books. Monster Manual -Core Rulebook III. Players Handbook -Core Rulebook 1. Dungeon Module XI.*

Deborah Christian First published: Dragon Dawn is the first of an adventure trilogy which begins in the League province of Highvale. This adventure is the first of an epic trilogy beginning in the previously unknown continent of Taladas and ranging out to the Astral plane. Players must track down the dragon killers and warn the conclave of the Othlorx, but those are only the first steps in thwarting a dreadful conspiracy aimed at all of Krynn! In this adventure, the player characters must stop neutral dragons from being killed. Dragon Knight[ edit ] Rules required: Rick Swan First published: The players assume the roles of dragon hunters to discover the identity of the "master" behind the plan to wipe out the Othlorx Uninvolved dragons of Taladas. Failure means doom for all of Krynn! Classics Volume I[ edit ] Rules required: Hickman, Niles, and Dobson First published: Starting from the Inn of the Last Home in Solace, journey throughout the lands of Ansalon and defy the evil that threatens to overwhelm an entire continent. Explore the lost city of Xak Tsaroth, defeat the mighty Black Dragon Khisanth, and recover the crystal staff of Mishakal. Can you survive the dangers of Skullcap, hounded by the undead minions of the wizard Fistantilus? Your journey, should you survive that far, eventually takes you to the subterranean wonders of Thorbardin, the kingdom of the Dwarves. What waits for you there is known only to those who dwell within! Classics Volume II[ edit ] Rules required: Grubb, Hickman, and Niles First published: Relive the excitement of discovering the Stone Dragon and the Tomb of Huma! The answer lies within these pages! In Search of Dragons[ edit ] Rules required: These three forces exist in a delicate balance crucial to the harmony of all things. Now that harmony is threatened and all of Krynn is in jeopardy. A deadly affliction is killing off silver dragons, and no one has seen a bronze dragon in months. And as the adventure begins, a strange being named Khardra appears with a fascinating theoryâ€”that dragons are merely animals whose presence on Krynn may no longer be necessary! And just who is Khardra, anyway? As they investigate these mysteries, players learn many secrets of dragons. How they use their new-found knowledge determines the fate of their world. In Search of Dragons is a Dragonlance scenario that involves the beginning of a search for the ancestral home of the good dragons. Dragon Magic[ edit ] Author: Dragon Keep[ edit ] Author:

### 7: List of Dragonlance modules and sourcebooks - Wikipedia

*The bard character class is one of the hardest base classes from the Player's Handbook to fit into the world of Dragonlance. Check out this guide of useful tidbits for bard characters in Krynn.*

The gnome appeared as a player character class in Top Ballista. The wizard favored class was also already used by elves. The tinker gnomes of Dragonlance are mechanically skilled, though their devices are quite prone to backfiring. It has been suggested that gnomes be given the Eberron class artificer as a favored class, due to their technical aptitude. Rock gnomes are the standard gnome subrace of Third Edition. They live in burrows beneath rolling, wooded hills. Tinker gnomes are the common gnomes of the Dragonlance campaign setting. In that fictional universe, they dwell in the Mount Nevermind in the world of Krynn. Svirfneblin, or deep gnomes, dwell in cities deep underground. They are more dangerous than the common rock gnome. Forest gnomes are smaller than rock gnomes. They are a shy, secretive folk, living deep in wooded areas. River Gnomes are graceful and quick. They live in homes dug into the side of riverbanks and speak with river dwelling animals in place of burrowing mammals. Arcane Gnomes are city dwellers. They generally keep to a small community within a larger city. Arcane gnomes are focused on the pursuit of knowledge making their populace, in large part, over-eager inventors or wizards. Chaos gnomes are the most flamboyant gnomes. Brightly colored and rare, they are strongly inclined towards chaos, as their name suggests. Sly and suspicious, they are creatures of stealth. They are cunning engineers living in the flying city Serraine above the World of Mystara. In the Forgotten Realms campaign setting, gnomes are also known as the "Forgotten Folk". In the first edition, they were portrayed as intensely curious and intellectual, keeping in theme with their spell-casting niche, with an interest in gemstones. In the second edition, gnomes received further background. According to *The Complete Book of Gnomes and Halflings*, [23] gnomes have an intricate society based on their love of all kinds of arts, pranks, and their long lives. Their society is based on art; all gnomes must take up some form of art whether music, painting, cooking, building, or any other form that is considered creative by the time they come of age. Gnomes are naturally friendly, highly social and fun loving people. They are respected by Elves for their communion with nature and knowledge of arcane magic, admired by Halflings for their humor, and sought out by Dwarves for their gemcutting skills.

### 8: Player's Handbook - Wikipedia

*Players guide to the dragonlance campaign pdf* *Players Guide to the Dragonlance Campaign* is an accessory for the 2nd edition of the *Advanced Dungeons Dragons* fantasy role-playing game, published [www.enganchecubano.com](http://www.enganchecubano.com) *Players Guide to the Dragonlance Campaign Advanced Dungeons Dragons, 2nd Edition*, Pg

### 9: AD&D Character Creation 2: Character Class

*Player's Basic Rules Version Credits* *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, all other *Dragonlance*, *Greyhawk*, *Dark Sun*, *Mystara*.

*An Improbable Life Tumors of the bone marrow Quantum measurement approach to tunnelling Losing place : reluctant leavings and ambivalent returns Other services of anointing Urban Regeneration The politics of prostitution. The leasing of Federal lands for fossil fuels production Trigonometry tutorial step by step Theology of Huldrych Zwingli. Modern life and thought Iowa food stamps application A Grammar of Modern Cornish The Quest of Nurse Mayhew The childrens rights The result : Holy Ghost outpouring V.13. My confession; Critique of dogmatic theology. Developing Basic Skills Programs in Secondary Schools (ASCD Publications) Becoming a secondary headteacher India and South-East Asia socio-econo-cultural contacts Pragmatics of psychotherapy Colombia Mineral Mining Sector Investment And Business Guide A quality check on the 1966 ten per cent sample census of England and Wales Football : a symbol of sport in East Northumberland. Mary Anning, the fossil hunter V. 3. Lord George Murray Conversations with John Schlesinger Playing music and video The Sherlock Holmes file Teaching the Gifted, Challenging the Average The Extraordinary Mother Growth Hormone Basic and Clinical Aspects (International Congress) Music people others The Star wars album Piano sheet music books How to make citizen involvement work Jumping for health Labour and the Benn factor Flora of the southern United States Reflections of Blue Cypress*