

dragonlance campaign setting

dragonlance campaign setting has long captivated tabletop roleplaying enthusiasts, offering an immersive fantasy world brimming with rich lore, legendary characters, and epic adventures. As one of the most iconic settings within the Dungeons & Dragons universe, Dragonlance transports players to the mystical world of Krynn, where the balance of good and evil is constantly in flux. In this article, we delve into the origins and evolution of the Dragonlance campaign setting, its distinctive themes, the geography of Krynn, and the races and factions that drive stories forward. We'll also explore its influence on D&D, highlight notable adventures, and provide tips for running your own unforgettable campaign. Whether you're a veteran Dungeon Master or new to the world of Dragonlance, this comprehensive guide will equip you with the knowledge and inspiration to bring the magic of Krynn to life at your table.

- Overview of the Dragonlance Campaign Setting
- Origins and History of Dragonlance
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Overview of the Dragonlance Campaign Setting

The Dragonlance campaign setting is a legendary part of Dungeons & Dragons, renowned for its dramatic storytelling and immersive world-building. Set in the world of Krynn, Dragonlance is defined by its epic conflicts, powerful magic, and the constant struggle between good, evil, and neutrality. From its origins in the early 1980s, the setting has grown to include a vast array of novels, sourcebooks, modules, and even video games. Dragonlance stands apart from other D&D settings due to its strong narrative focus, iconic characters, and unique approach to magic and deities. Its enduring popularity is a testament to its depth, creativity, and the lasting impact it has made on the fantasy genre.

Origins and History of Dragonlance

Dragonlance was conceived by Laura and Tracy Hickman, and later developed with Margaret Weis and other TSR designers in the early 1980s. The original vision was to create a series of adventures centered around dragons—hence the name "Dragonlance"—and to weave these stories into a coherent, novelized narrative. The release of the first adventure module, "Dragons of Despair," in 1984, alongside the novel "Dragons of Autumn Twilight," marked the launch of the setting. Dragonlance quickly became a phenomenon, spawning over 190 novels, numerous game supplements, and a passionate fanbase. Over the decades, Dragonlance has been updated for multiple editions of Dungeons & Dragons, cementing its status as a cornerstone of fantasy roleplaying.

Key Themes and Unique Features of Dragonlance

Epic Struggle Between Good, Evil, and Neutrality

A defining aspect of the Dragonlance campaign setting is the cosmic battle between good, evil, and neutrality. The gods themselves are divided into these alignments, and their influence shapes the fate of Krynn. This theme is reflected in the famous War of the Lance, where heroes and villains clash for the destiny of the world.

The Importance of Magic and the Moons

Magic in Dragonlance is closely tied to the three moons of Krynn: Solinari (good), Lunitari (neutral), and Nuitari (evil). Wizards draw their power from these celestial bodies, and their alignment is influenced by the moon they serve. This system adds a unique layer to spellcasting and creates intriguing dynamics between arcane practitioners.

Heroic Characters and Legendary Tales

Dragonlance is renowned for its memorable cast of characters, such as Tanis Half-Elven, Raistlin Majere, and Sturm Brightblade. The setting encourages campaigns that emphasize heroism, moral dilemmas, and character growth, fostering stories filled with drama and depth.

- Central focus on dragons as both allies and adversaries
- Strong narrative-driven adventures
- Complex pantheon of gods influencing mortal affairs
- Distinctive magic system shaped by the three moons

Geography of Krynn

The world of Krynn, the backdrop for the Dragonlance campaign setting, is a land of breathtaking landscapes, ancient ruins, and diverse cultures. From the towering mountains of Solamnia to the lush forests of Qualinesti and the desolate wastes of the Blood Sea, Krynn offers a rich tapestry for exploration and adventure. Each region is steeped in history and mythology, providing DMs and players with countless opportunities for storytelling. The continent of Ansalon is the primary setting for most Dragonlance adventures, featuring cities like Palanthas, the fortress of Pax Tharkas, and the haunted Tower of High Sorcery.

Major Regions of Krynn

- Solamnia: Land of noble knights and chivalry
- Qualinesti and Silvanesti: Home of the elven nations
- Ergoth: Island kingdom with a rich history
- Abanasinia: Crossroads for adventurers and site of the Inn of the Last Home
- Kharolis Mountains: Dangerous and treasure-laden peaks
- Blood Sea of Istar: Cursed waters hiding ancient secrets

Races, Classes, and Factions in Dragonlance

Playable Races

Dragonlance offers a familiar yet distinctive array of playable races, each with unique cultural backgrounds and traits. Humans, elves, dwarves, and kender are among the most prominent, each contributing to Krynn's complex society.

- Kender: Mischievous, fearless, and curious halfling-like beings
- Elves: Divided into Qualinesti, Silvanesti, and Kagonesti cultures
- Humans: Diverse, with varied nationalities and backgrounds
- Dwarves: Mountain, hill, and dark dwarves with ancient grudges
- Minotaurs: Honorable and fierce warriors from the islands

Unique Classes and Orders

While many standard D&D classes are present, Dragonlance introduces unique organizations and class variants. The Knights of Solamnia, the Wizards of High Sorcery, and the clerics of the various gods each have distinct roles and traditions. Paladins and clerics are deeply tied to the gods, and the rigid structure of the wizard orders adds intrigue to arcane pursuits.

Iconic Factions and Orders

- Knights of Solamnia: Upholders of honor and justice
- Wizards of High Sorcery: Guardians of magical tradition, divided by moon alignment
- Dragonarmies of Takhisis: Ruthless forces serving the Queen of Darkness
- The Seekers: A secular organization seeking power and knowledge

Notable Dragonlance Adventures and Campaign Modules

Dragonlance adventures are legendary for their sweeping narratives and dramatic set pieces. The original Dragonlance Chronicles modules ("DL1-DL16") guided players through the War of the Lance, aligning closely with the bestselling novels. Later campaigns expanded on this foundation, exploring the Chaos War, the Age of Mortals, and other momentous events. Recent releases for 5th Edition, such as "Shadow of the Dragon Queen," bring the setting to new audiences, allowing modern players to experience the epic battles and high-stakes intrigue that define Dragonlance campaigns.

Incorporating Dragonlance into Your D&D Game

Dungeon Masters seeking to run a Dragonlance campaign can draw upon a wealth of published material and resources. The setting's focus on story, character development, and moral choice creates engaging experiences for players. When preparing a Dragonlance game, consider emphasizing the following elements:

1. Moral dilemmas and the struggle between alignments
2. Distinctive magical traditions shaped by the moons
3. Character-driven plots with ties to Krynn's history

4. Epic battles involving dragons and legendary artifacts
5. Rich cultural backgrounds for NPCs and player characters

By weaving these themes into your sessions, you can capture the spirit of the Dragonlance campaign setting and create memorable adventures for your group.

Dragonlance's Impact on Dungeons & Dragons

The Dragonlance campaign setting has had a profound influence on Dungeons & Dragons and the wider fantasy genre. Its integration of novels and game modules set a new standard for narrative-driven campaigns. Dragonlance introduced iconic characters, innovative magic systems, and epic conflicts that have inspired countless players and Dungeon Masters. The setting's enduring legacy can be seen in the continued publication of novels, game supplements, and adaptations for new D&D editions. Dragonlance remains a testament to the power of collaborative storytelling and the lasting appeal of high fantasy adventures.

Q: What makes the Dragonlance campaign setting unique compared to other D&D worlds?

A: The Dragonlance campaign setting stands out for its strong narrative focus, legendary characters, and unique magic system influenced by the three moons of Krynn. Its epic conflicts between good, evil, and neutrality, as well as the central role of dragons, set it apart from other settings.

Q: Who are some of the most famous characters in Dragonlance?

A: Notable characters include Tanis Half-Elven, the conflicted leader; Raistlin Majere, the powerful and enigmatic mage; Sturm Brightblade, the noble knight; and Tasslehoff Burrfoot, the mischievous kender. These heroes, among others, drive the stories of the classic novels and adventures.

Q: What are the main regions of Krynn featured in Dragonlance campaigns?

A: Major regions include Solamnia, home of the knights; Qualinesti and Silvanesti, the elven realms; the dangerous Kharolis Mountains; Ergoth; Abanasinia, and the cursed Blood Sea of Istar. Each area offers unique cultures, histories, and adventure opportunities.

Q: How does magic work in the Dragonlance campaign

setting?

A: Magic in Dragonlance is governed by three moons: Solinari (good), Lunitari (neutral), and Nuitari (evil). Wizards align with these moons, which dictate their magical abilities and influence. The Wizards of High Sorcery are a powerful order that oversees arcane magic.

Q: Can you play as a kender in a Dragonlance campaign?

A: Yes, kender are a signature playable race in Dragonlance. They are known for their curiosity, fearlessness, and unique problem-solving skills, often bringing humor and unpredictability to adventures.

Q: What are the Knights of Solamnia?

A: The Knights of Solamnia are an order of honorable warriors committed to justice and chivalry. They play a central role in the history and politics of Krynn, often serving as protagonists in Dragonlance stories.

Q: Are there published adventures for 5th Edition set in Dragonlance?

A: Yes, recent releases such as "Shadow of the Dragon Queen" bring the Dragonlance campaign setting to 5th Edition, allowing new players to experience its epic stories and unique mechanics.

Q: What is the War of the Lance?

A: The War of the Lance is a pivotal conflict in Dragonlance history where heroes and villains battle for the fate of Krynn. It serves as the backdrop for the original Chronicles novels and adventure modules.

Q: How can Dungeon Masters capture the spirit of Dragonlance in their games?

A: Dungeon Masters can focus on moral dilemmas, character-driven stories, the influence of the gods and moons, and epic confrontations with dragons to evoke the atmosphere and themes of the Dragonlance campaign setting.

Q: Has Dragonlance influenced other fantasy media?

A: Dragonlance has inspired numerous novels, comics, video games, and even animated adaptations. Its storytelling approach and memorable characters have left a lasting mark on the fantasy genre beyond tabletop gaming.

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Dragonlance Campaign Setting: A Deep Dive into Krynn's Epic World

Are you ready to embark on an adventure unlike any other? The Dragonlance campaign setting, a cornerstone of Dungeons & Dragons history, offers a rich tapestry of lore, iconic characters, and thrilling storylines waiting to be explored. This comprehensive guide delves into the heart of Krynn, revealing its captivating history, diverse races, memorable conflicts, and everything you need to know to run or play in this legendary setting. Whether you're a seasoned Dungeon Master or a newcomer looking for an unforgettable D&D experience, this post will provide you with the essential information to fully appreciate the magic of Dragonlance.

The History of Krynn: A World Forged in Fire and Magic

The world of Krynn boasts a history as complex and compelling as its inhabitants. Unlike the more generic fantasy worlds, Krynn has a defined timeline punctuated by cataclysmic events that shape its landscape and culture.

The Age of Dreams: A Time of Innocence

The early age of Krynn was a time of relative peace and prosperity, characterized by a harmonious coexistence between humans, elves, dwarves, and other races. This idyllic period, however, would be shattered by the coming of the Gods.

The War of the Lance: A Defining Conflict

The War of the Lance, a central conflict in the Dragonlance saga, pits the forces of good against the

tyrannical Dragon Highlords. This epoch-defining war features iconic heroes like Raistlin Majere, Caramon Majere, and Laurana Kanan, whose actions irrevocably altered the course of Krynn's destiny. The war's impact reverberates through the setting's various timelines and sub-plots, offering endless opportunities for adventure.

The Cataclysm: A World Reshaped

The Cataclysm, a devastating magical event, reshaped the world of Krynn, altering its geography and influencing its cultures. This cataclysmic event is a pivotal point in the Dragonlance timeline, creating new challenges and opportunities for both players and Dungeon Masters.

Races of Krynn: A Diverse Tapestry of Cultures

Krynn is home to a diverse range of races, each with their unique cultures, histories, and relationships to the world around them.

Humans: The Dominant Force

Humans are the most populous race in Krynn, exhibiting a wide range of cultures and social structures. Their adaptability and resilience have allowed them to thrive in various regions.

Elves: Masters of the Forest

Elves, known for their grace, wisdom, and connection to nature, inhabit the forests and woodlands of Krynn. Their history is intertwined with the land, and their society often reflects this deep-rooted connection.

Dwarves: Guardians of the Mountains

Dwarves, renowned for their strength, craftsmanship, and unwavering loyalty, reside in the mountain ranges of Krynn. Their resilience and dedication to their craft have shaped their culture and their relationship with the other races.

Kender: The Mischievous Folk

Kender, a unique and often misunderstood race, are known for their insatiable curiosity and kleptomania. Their unconventional nature often leads to both comic relief and surprising heroism.

Exploring Key Locations in Krynn: From Cities to Wilderness

Krynn's varied landscapes provide a stunning backdrop for adventure. From bustling cities to treacherous wilderness areas, the setting offers endless possibilities for exploration and discovery.

The City of Palanthas: A Beacon of Hope

Palanthas stands as a symbol of hope and resilience, a city that has withstood numerous trials and tribulations. Its history is closely intertwined with the events of the War of the Lance.

The Mountains of Ansalon: A Rugged Terrain

The Mountains of Ansalon present a challenging yet rewarding environment for adventurers. Their rugged terrain is home to numerous secrets and hidden dangers.

The Wastelands: A Desolate Landscape

The Wastelands, a desolate and dangerous region, offer a stark contrast to the more fertile areas of Krynn. This barren expanse presents unique challenges and opportunities for survival-focused adventures.

Utilizing the Dragonlance Setting in Your Campaigns

The Dragonlance campaign setting offers DMs a wealth of pre-existing lore, established characters, and epic storylines to draw upon, making it an excellent choice for both seasoned and novice DMs.

The flexibility of the setting allows for campaigns ranging from small-scale adventures to epic, world-altering conflicts. Using the existing lore as a foundation, you can create unique and engaging scenarios that cater to your players' preferences.

Conclusion

The Dragonlance campaign setting is more than just a game world; it's a rich tapestry of history, culture, and adventure. Its iconic characters, compelling storylines, and diverse races offer endless possibilities for both Dungeon Masters and players. Whether you're looking to run a classic Dragonlance campaign or adapt elements for your own unique story, Krynn provides an unforgettable backdrop for any D&D adventure.

Frequently Asked Questions (FAQs)

Q1: Is Dragonlance compatible with current D&D editions?

A1: While Dragonlance originated with older editions, its lore and concepts are easily adaptable to current D&D editions (5e, etc.) with some minor adjustments. Many resources are available to assist in this conversion.

Q2: Where can I find Dragonlance sourcebooks?

A2: Dragonlance sourcebooks can be found through online retailers such as Amazon, eBay, and specialized gaming stores. Used books can often be found at lower prices.

Q3: What are some key differences between Dragonlance and other D&D settings?

A3: Dragonlance features a significantly richer and more detailed history than many other settings. Its defining conflict, the War of the Lance, leaves a lasting impact on the world and its inhabitants, creating a unique sense of continuity and consequence.

Q4: Are there pre-written adventures for the Dragonlance setting?

A4: Yes, numerous pre-written adventures for various D&D editions have been released, offering ready-to-play campaigns set within the Dragonlance world.

Q5: Can I create my own Dragonlance campaign?

A5: Absolutely! The rich lore of Dragonlance provides a solid foundation for creating your own unique adventures and storylines. Feel free to use existing characters, locations, and events as inspiration, or create entirely new elements to expand upon the setting.

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better be enough -- the fate of his entire race hangs in the balance.

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darkness.

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dragonlance campaign setting: Dragons of Summer Flame Margaret Weis, Tracy Hickman, 2002-02-01 The Dragonlance Chronicles enter a new era in this thrilling installment starring the descendants of the Heroes of the Lance The War of the Lance is long over. The seasons come and go as the pendulum of the world swings. Now it is summer—a hot, parched summer during which the uneasy balance of light and dark begins to shift. The Dark Queen has found new champions in the Knights of Takhisis. Among them is dark paladin Steel Brightblade, the son of the heroic Sturm Brightblade and the infamous Kitiara Uth Matar. He rides to attack the high Clerist's Tower, the fortress his father died defending . . . Elsewhere, other descendants of the Companions embark on their own journeys: Distraught by a grievous loss, the young Palin Majere seeks to enter the Abyss in search of his lost uncle, the archmage Raistlin. And in Palanthas, a human girl named Usha comes forward with claims that she is Raistlin's lost daughter. She has fled her home among the Irda, who have unwittingly unleashed the god Chaos upon the world in their desperation to thwart the Knights of Takhisis. The summer will be deadly. But for whom, only the swing of the pendulum will tell. Dragons of Summer Flame is the fourth book in the Dragonlance Chronicles and the first installment that follows the Second Generation.

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dragonlance campaign setting: Dragonlance: Shadow of the Dragon Queen (Dungeons & Dragons Adventure Book) Wizards RPG Team, 2022-12-06 In a world ravaged by war, the actions of heroes can have world-altering stakes. Defend the people of Kalamman against seemingly insurmountable odds as Krynn prepares for war. The Dragon Armies are on the march, their ranks swelled by ogres, minotaurs, and humans who seek a share of the spoils, while rumors of the return of the Dark Queen's dragons swirl among the people. Experience the Dragon Army's initial invasion of the land of Solamnia, witness the creation of the infamous flying citadels, and face off against the death knight, Lord Soth. Dragonlance: Shadow of the Dragon Queen adventure for characters levels 1-11 Introduces the Dragonlance setting to 5th edition D&D with a focus on the legendary War of the Lance Experience mass battlefield play with the option to enhance 6 encounters by playing connected scenarios in the Warriors of Krynn board game that alter the course of your adventure (board game sold in the Deluxe Edition) Face off against the infamous death knight Lord Soth and his army of draconians Includes character options at home in the Dragonlance setting, including the kender race, feats, backgrounds, and a subclass focused on Tower of High Sorcery magic-users Book comes with a poster map of the continent of Ansalon and the Kalamman theater of war

dragonlance campaign setting: Dragons of a Vanished Moon Margaret Weis, Tracy Hickman, 2011-05-24 In the sensational climax to the War of Souls trilogy, a mystical warrior leads her army toward conquest while a band of heroes leads the fight against overwhelming odds The invincible

warrior Mina, not content with her army's occupation of Silvanost, moves against Sanction. Exiled by a dragon's wrath, the Qualinesti elves flee the destruction of their homeland, heading toward what they believe to be a safe haven in Silvanesti. Hoping to find a way to stop the onslaught, the Solamnic Knight Gerard volunteers to return to the army of Dark Knights as a spy. Though brave, it is a move that could prove disastrous for him and the side for which he fights. Desperate for help, the small band of heroes looks outside their group to an unlikely ally. The Dragon Overlord Malys has not taken kindly to Mina's army despoiling her territory with their invasion. But the heroes also look to one of their own, someone who may hold the secret to the past and the key to victory: the kender named Tasselhoff.

dragonlance campaign setting: Dragons of Spring Dawning Margaret Weis, Tracy Hickman, 2010-12-21 Join the Companions of the Lance on their third fantasy adventure in the Dragonlance Chronicle series, set in the beloved Dungeons & Dragons universe. 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

dragonlance campaign setting: Dragons of Summer Flame Margaret Weis, Tracy Hickman, 2011-10-11 The Dragonlance universe enters a new era in this thrilling fantasy tale starring the descendants Kryn's greatest warriors, the Heroes of the Lance. The perfect read for fans of Dungeons & Dragons and action-packed epic fantasy! The War of the Lance is long over. The seasons come and go as the pendulum of the world swings. Now it is summer—a hot, parched summer during which the uneasy balance of light and dark begins to shift. The Dark Queen has found new champions in the Knights of Takhisis. Among them is dark paladin Steel Brightblade, the son of the heroic Sturm Brightblade and the infamous Kitiara Uth Matar. He rides to attack the high Clerist's Tower, the fortress his father died defending . . . Elsewhere, other descendants of the Companions embark on their own journeys: Distraught by a grievous loss, the young Palin Majere seeks to enter the Abyss in search of his lost uncle, the archmage Raistlin. And in Palanthas, a human girl named Usha comes forward with claims that she is Raistlin's lost daughter. She has fled her home among the Irda, who have unwittingly unleashed the god Chaos upon the world in their desperation to thwart the Knights of Takhisis. The summer will be deadly. But for whom, only the swing of the pendulum will tell. Dragons of Summer Flame is the fourth book in the Dragonlance Chronicles and the first installment that follows the Second Generation.

dragonlance campaign setting: Time of the Twins Margaret Weis, Tracy Hickman, 2011-05-24 The first installment in the New York Times-bestselling epic fantasy trilogy about twin rivals Raistlin and Caramon, set in the magical Dragonlance universe. 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 Crysantha, 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 Tasselhoff, Caramon will make his stand to save Raistlin's soul.