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Chapter 1 : More Leaves from the Inn of the Last Home - Dragonlance Lexicon

Like the other two books in this series, "More Leaves from the Inn of Last Home" is a wonderful and sparkling collection of impressions, pictures, stories, tales, poems and arts concerning the world of Dragonlance.

For more information about this title, please visit the item detail page. Nothing wrong with that, though. As an overall impression, I feel that this book is a bit too fragmentary. Including short pieces from many Dragonlance authors, and even lots of fan submissions, few articles go to real depth into subjects, and often there are no related articles in the book. For example, there is a brief piece of Palanthian fashions in More Leaves From the Inn of the Last Home, but nothing more connected to it in any way. This in contrast to the original Leaves From the Inn of the Last Home, where a lengthy article about the kender is part of a series of articles about various Krynnish races. The fashion piece should have been part of a larger article or series of articles about Palanthian nobles, the puppetry of Kagonesti part of a broader view on Kagonesti culture. Tighter editing would have helped this book. Some longer pieces work well as stand-alones though, such as the Que-Shu divination article. Now, for the articles: It does have a good rhythm though, and is far better than the most pretentious poems of Michael Williams. Richard Knaak writes about the Kazelati, a hidden minotaur clan that made its debut in a laughable *deus ex machina* plot twist in *Reavers of the Blood Sea*. The presentation of the Kazelati is very good, with history, appearance, their realm, their rulers, religious beliefs and trade and commerce, and an example for other writers presenting a culture to follow. The content, due its very premise, is not. John Grubber is the writer who has contributed the most to More Leaves, and I will review all his articles together. The Ancient Bakali describes, from the point of view of a Krynnish archeologist, a culture of lizard men in a world of large reptiles at a time before the making of the ogres, elves and humans. Major changes to Krynn like that is something that makes me like Krynn a little less. Tales of the Lance did that to me, and now this article. There is one wing that is the public section, open for all citizens. Also, according to Palanthas, Astinus is convinced that the truth is sometimes dangerous and should not be open to the general public. This goes against the credo "Knowledge is the right of all, not a privilege of few. First of all, there is a University in Palanthas dealing with many sciences according to Palanthas , and second, the organization of the library feels very anachronistic. The only place on Krynn such an organization would exist is on Mt. Nevermind, in my opinion. The article gives the feel of a modern library, not a medieval one. They are so modern in style. They are exactly like modern university papers, in style, in wording and phrasing, in the use of footnotes and references, even in the titles books. And they are supposed to be written in-world. In-world scholarship should be more Chronicling and less exact "scientific". It is not only totally unbelievable, but also less enjoyable to read. My advice to the author is to look at works like *The Journal of Feldspar Oldstone* from *History of the Dragonlance Saga* and *The Bestiary* for better to write in-world texts. I especially like the armor article, as it details the armors of the Knights of Solamnia and Neraka very well. The Science of War could have included some examples on how the various battlefield roles have fared in famous battles. Other than that, it was a great article. Some of them are very creative and even rival some of the professional submissions. Divination of the Que-Shu was very good, but has one big mistake: It would be better if the diviners had perceived their powers to come from their ancestors. A Gift to the Tower of Wayreth is a piece where a servant sent by his Master to the Tower of High Sorery is given a tour by an invisible spirit, thereby presenting to him and the readers the Tower. I found that premise somewhat contrived, and the tower has been detailed in several other products. I would have preferred an article detailing the towers of Daltigoth, Istar, and Balifor. This is so typically Dragonlance: What has been detailed dozens of times before is detailed again, what has never been detailed is ignored again, even with a chance like this one. The Weather of Ansalon: While it is admirable that such central setting info as the weather of Ansalon is presented, more meat to the bones is definitely needed. Where can one find the climate regions, for example? Is northern Solamnia temperate or tropical or what? What about Northern Ergoth? It is consistent with the info we have on

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currencies from the early modules, and expands it and adds to it to cover the entire continent. This is the kind of info that should have been included from the beginning of Dragonlance and finally we have it. It does give us a feeling of the lifestyles and looks of noble-women in the city, but like I said, the article should definitely be part of a larger treatise on Palanthian nobles. Now Harold Johnston provides the full rules for it. With minor modifications, it is almost exactly like chess on a hexagonal board. It is very cool that we actually get the rules for an in-world game, but the text look like a rough first draft, where the author explains the decisions he has made in encountering the problems when converting chess to the Khass board. A re-write with those omitted should have been done before it was published, in my opinion. The section of gnome inventions is quite funny as well. Kudos to whoever wrote that one. Gotta love the kender verse on The Old Barkeep, and the Death of Sturm was very good, especially the last piece that evoked the famous Elmore painting. Good article on kender music. Just a couple of complaints: The kender weapon chapak used by Kronn Thistleknott described in modules D1, Tales of the Lance and Spirit of the Wind can also be used as a flute. Timeline for the Age of Mortals: Good, and it is updated until right before Dragons of a Fallen Sun. This book should have had a article explaining the new types of magic as well, and this book would have been a great introduction to the Fifth Age. Review made Tuesday August 1st, on the alt. The views and opinions expressed in the reviews shown here are those of the reviewer s listed and do not necessarily reflect the ideas or opinions of the Dragonlance Nexus. The Dragonlance Nexus does not publish any of the products listed in the Products section. While every effort has been made to ensure that the information presented is accurate, we cannot guarantee the accuracy of any listing. The Nexus is a member of the Associates program of Amazon. Graphics are representational only.

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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:

Chapter 3 : List of Dragonlance modules and sourcebooks - Wikipedia

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