
Subject: Campaign settings

Posted by [Anonymous](#) on Thu, 16 Jul 2009 19:38:07 GMT

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i'm fairly new to D&D (less than a year) and i'm really only familiar with the core campaign and eberron, i was wondering if any one could suggest other interesting settings

Subject: Re: Campaign settings

Posted by [like_a_god](#) on Thu, 16 Jul 2009 22:15:53 GMT

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Well,

I create my own settings. I find it's the best way to go. Check out the "Baying of the Hounds" campaign I'll be running here shortly. You can find it under the campaign area. While I'm using the Pathfinder system for campaign, the system is compatible with 3.5 so maybe that will give you some ideas!

like_a_god

Subject: Re: Campaign settings

Posted by [Anonymous](#) on Fri, 17 Jul 2009 03:47:40 GMT

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thanks, really i use the settings as inspiration mostly

Subject: Re: Campaign settings

Posted by [Anonymous](#) on Fri, 17 Jul 2009 18:31:05 GMT

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You might look at Ghostwalk for a peculiar take on a dnd setting: its a late 3.0 conversion to 3.5 based on if you die you become a ghost and continue playing.

As for other settings well Forgotten Realms is probably the most well supported and greyhawk is the "default" but not anywhere near as popular as eberron or FR. Really not too much as far as official world/ campaign settings form Wizards.

some 3rd party ones to consider:

Midnight (Lord of the rings where Sauron wins and rules the land)

Oreintal Adventures used the campaign setting from Legend of the Five rings game from AEG and was co-pordued by AEG and Wizards of the Coast.

A half-hearted attempt at ravenloft was done by White Wolf for 3-3.5 They also did a D-20 system/setting called (i think) swords and sorcery but i don't know anything about it.

Subject: a strange question

Posted by [Anonymous](#) on Mon, 01 Mar 2010 22:28:53 GMT

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i was wondering if a warforged is bouyant or not. i know they weigh roughly 300 pounds, but are at least partially made of wood. We have to kill this giant fish and we were thinking of just giving me freedom of movement and then sending me down after it

Subject: Re: a strange question

Posted by [Anonymous](#) on Mon, 01 Mar 2010 22:32:53 GMT

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If I recall correctly the warforged different body types (mithril, admantine, etc.) just add an armor check penalty. So my GUESS is you wouldn't automatically sink I would assume as much bouynacy as any other race. so strap on the anchor and go to town.

Subject: Re: a strange question

Posted by [Anonymous](#) on Thu, 10 Jun 2010 05:50:16 GMT

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lol we did it and that ended horribly....i was the only one that went down and got slaughtered.....

Subject: Re: a strange question

Posted by [Anonymous](#) on Thu, 10 Jun 2010 22:25:40 GMT

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"Ahnkar_Derzahla"lol we did it and that ended horribly....i was the only one that went down and got slaughtered.....

Well, at least you have another character story to tell.

Subject: Re: a strange question

Posted by [Anonymous](#) on Tue, 15 Jun 2010 03:03:06 GMT

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true and they saved my sorry metal ass so it's all good.

Subject: single player campaigns?

Posted by [Anonymous](#) on Thu, 01 Jul 2010 15:32:22 GMT

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I have a friend who is interested in learning how to play D&D. However, both groups that i'm a part of are at their maximum capacity, I was thinking of running a single character campaign for her and i was wondering of if anyone had any suggestions about how the best way to do it is.

Subject: Re: single player campaigns?

Posted by [Anonymous](#) on Sat, 03 Jul 2010 04:09:07 GMT

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Don't let the fact that it's only a single-player fool you, running with only one person is WAY harder than with a group simply because you don't have the group interactions...only NPCs and such. Because of this, it takes way more time and energy as the GM. I'm sure there are some solo adventure modules out (likely some that are free online) and I would suggest going with one of those. Regardless, because it's a single adventurer, I would start above 1st level and add some decent beefiness with magical items.
