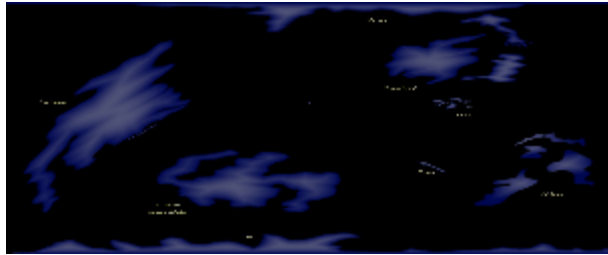


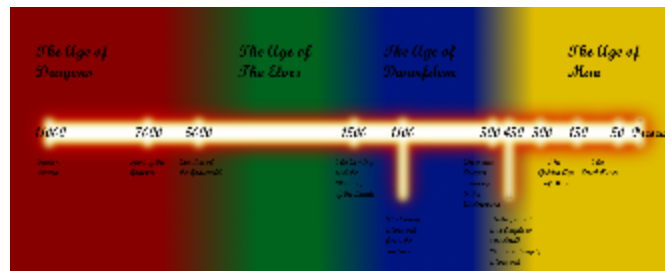
# Home

This is the homepage for the Faelon D&D Campaign setting. It's a traditional D&D world which attempts to recapture some of the flavour lost in the transition from 2nd edition D&D to 3rd edition.

Behold the map:



And the timeline:



## Where did it come from?

Faelon was originally born in a 2nd edition campaign, GMed by a chap called Joshua May. He didn't call it Faelon, or expand on its history too much - back then the game was set in a barony ruled by an evil baron and told the tale of 3 (+1) adventurers as they fought for profit, experience and (finally) the good of the realm. It was the very first game for any of them, so all kinds of barriers and rules were broken in pursuit of fun and good times were had, even if my character did go off to find love when I couldn't make a session (not that I'm bitter you understand).

## What happened then?

Well, assorted other games happened and were totally unlinked. Then I got the idea of linking them all together in a continuous timeline. I'm a Star Wars fan, you see, and I like self-referential works, and a strict continuity. So I created Faelon, and started writing about WHY everything happened. All the games were tied in, and became the history of the land. I tried to keep it nice and open so more games can be run in the past and the history of Faelon can be filled out more.

## What else?

That's about it really. There are some characters wandering round from 2nd edition D&D. There are plenty of places for adventure. There is an excuse for the powerful spellcasters being busy. Additionally, I've been playing D&D for a long while and I've put in some "fixes" for the bits that really annoy me - hence the step away from predictable magic items, and some minor class alterations.

## Doesn't that unbalance the game?

Well, it might. When I play / run D&D though I'm looking for the story, not the numbers. Wizards may be more powerful than fighters at higher levels, but fighters are generally cooler. Fighter-mages suck, but they are a staple character in the world of fantasy books and good fun.

I, personally, tend to play bards.

The additional rules are to add flavour and abilities that characters should be able to do, rather than to balance everything. If you're not going to play to that spirit, then the minor rule mods are probably not for you. That said, some of the larger departures from the norm are under testing and I may change them depending on how things go.

## Wait a minute, I recognise ...

You may do. I'm not making any pretenses that this is a totally original setting. I've been reading fantasy and sci-fi books for ever, so if you think something is inspired by something else, you're probably right. I've tried to avoid some of the nastier cliches, and outright plagiarism but a combination of reading an awful lot, and much fantasy being exactly the same will mean there are bits people recognise. Also, I've been developing a world which behaves as what people seem to want when they say "traditional D&D" and one I'd personally like to adventure in. This ties ones hands a little.

## You know this is wiki is publically readable?

Yes. Whilst I have no intentions on "releasing" anything to do with this setting, if other people find it and would like to use the setting I'd be thrilled. If you do, please let me know. If you have any write-ups I will try and fit it into the "official" history.

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Oct 14, 2008 • attached by Anonymous

[ZX-8491](#)

Dec 20, 2007 • updated by Anonymous • view change

[Magic Special Rules](#)

Sep 21, 2007 • updated by Anonymous • view change

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