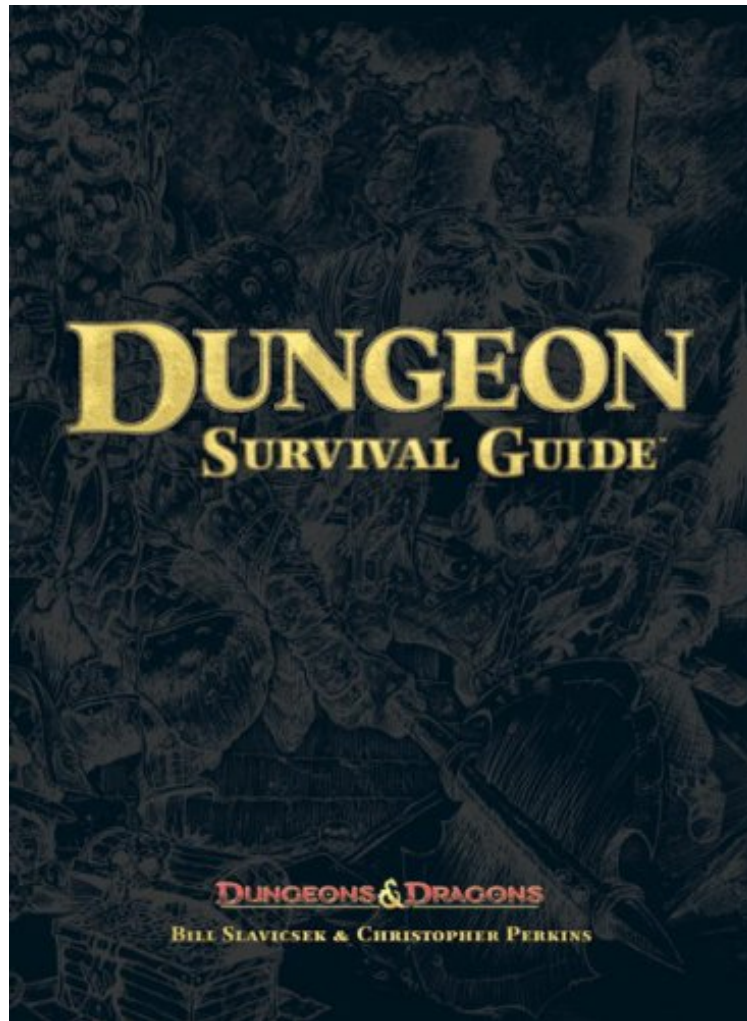


(Download pdf ebook) Dungeon Survival Guide (Dungeon Dragons d20 3.5 Fantasy Roleplaying)

Dungeon Survival Guide (Dungeon Dragons d20 3.5 Fantasy Roleplaying)

Bill Slavicsek, Christopher Perkins

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#147173 in Books Wizards of the Coast 2007-10-16 2007-10-23Original language:EnglishPDF # 1 11.19 x .39 x 8.34l, .90 #File Name: 078694730664 pagesFantasy,Books,Role-Playing,DD 3rd Edition RPG,Dungeons Dragons RPG,Strategy Games | File size: 21.Mb

Bill Slavicsek, Christopher Perkins : Dungeon Survival Guide (Dungeon Dragons d20 3.5 Fantasy Roleplaying) before purchasing it in order to gage whether or not it would be worth my time, and all praised Dungeon Survival Guide (Dungeon Dragons d20 3.5 Fantasy Roleplaying):

0 of 0 people found the following review helpful. Not worth it.By Graill really wanted to like this despite the horrid reviews, but they were right. For the price you pay its just not worth it, it offers a few basic tips on survival of the most basic dungeons mostly the old DD stuff, almost none of the more modern material.I thought it might be whimsical to think back on the old adventures I had played as a kid but it failed even in that respect, offering only the most general

information it really did not even jog my memory much. Whats worse is that it is small perhaps its got twenty some dungeons that are covered. I read through it in about an hour, don't pay more than 4 bucks.0 of 0 people found the following review helpful. nothing like what I was expectingBy B. E. Mclaughlinnothing like what I was expecting, more of a waste of paper than anything else. this is something that could have been put into a pdf pamphlet and used as a handout for players. very disappointed.However, the general book itself is in excellent condition and I have no issue with the seller.0 of 0 people found the following review helpful. Get it cheap if you can.By Parent/GamerFor the price I paid it's a handy little guide for some of the classic and updated modules throughout DD history up through 3.5. It's basically a "best of" for modules.

Explore the greatest dungeons of the Dungeons Dragons(R) world!This lavishly illustrated guide explores the fantastic dungeons of the fictional DD world, from the perilous Tomb of Horrors to the Sunless Citadel and the Lost Caverns of Tsojcanth. Aimed at the novice dungeoneer, this book provides tips and tricks for surviving deadly dungeons of all sorts, enticing would-be dungeon explorers with stories of fabulous treasures guarded by fierce monsters and terrible traps!The Dungeon Survival Guide is aimed at readers who enjoy fantasy and heroic tales of knights, wizards, and legendary monsters, and it gives non-DD players a thrilling glimpse into the life of the intrepid dungeon explorer.

About the AuthorBILL SLAVICSEK is the RD Director for the Dungeons Dragons games, Star Wars(R) games, and Book Publishing at Wizards of the Coast, Inc. His previous writing and design credits include the Dungeons Dragons Basic Game and Dungeons Dragons for Dummies.CHRISTOPHER PERKINS is the Design Manager for Roleplaying Games and Miniatures at Wizards of the Coast, Inc. His previous design credits include the d20 Future(TM) supplement for the d20 Modern(R) Roleplaying Game.