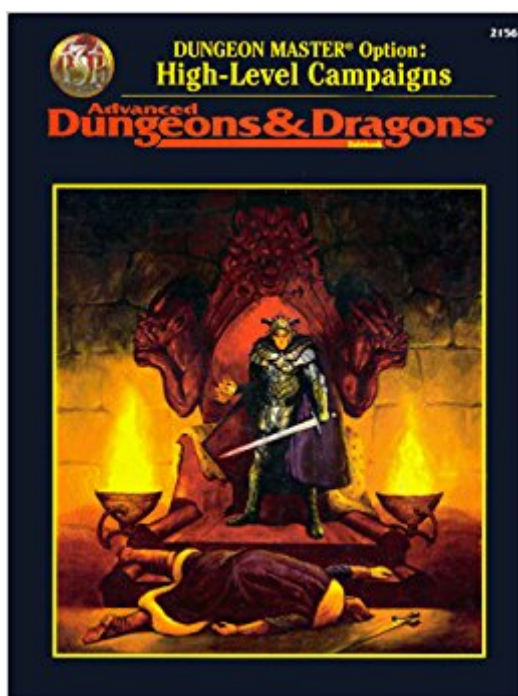


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Dungeon Master Option: High-Level Campaigns - Advanced Dungeons & Dragons, Rulebook/2156



Synopsis

Here is a trove of advice and new rules for every AD&D game Dungeon Master who wishes to create adventures for truly legendary heroes. Find everything you need to create encounters that confound the craftiest wizard and chill the most valiant warrior's heart.

Book Information

Hardcover: 192 pages

Publisher: Wizards of the Coast; First Edition edition (August 22, 1995)

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Customer Reviews

My PC's are hitting 9th level, and the challenges are becoming more difficult: throwing monsters at them, with more HD, HP, and lower AC's, just is not working. I need more than that. This book gives a very interesting statistical analysis of the various character classes, by levels, which is quite eye-opening; for example, characters at 18th level are truly rare, exceptional, and when they die, they are not soon replaced, which creates a vacuum of power. It goes on to discuss ideas on how to keep things interesting for your PC's by developing foes who throw minions at them, keeping the heroes at bay, while they move their pawns into positions to take over regions, nations, and worlds. It also covers PC advancement up to 30th level, with divine ascension recommended after that. It is quite comprehensive, and its analysis of higher level characters is quite educational. Overall, it gives a much better understanding of power structures in a fantasy world, which I had not considered. It is worth reading, regardless of rules sets/Editions used -- it is that good. Cheers!

Recomended for experienced player groups only. Many of the more advanced features of the game expansion are shown here, such as rules ffor counter-attack. I had this book for about a month before it was stolen by the local thiefve's guild.

Thought this was a players option, when i bought it. While i do DM now and again, i prefer to use the 3-3.5 system more. But it turns out; it makes a perfect gift for the 2-2.5 DM of your circle. It deal with everything that an 'overlord' Player would need his DM to know, but it was too much for this simple player. Gods Bless Dungeon Masters!!!

Great read. After playing since 1983 new ideas are always sought for. It is amazing how many documented ideas in this book we had hand crafted into our own games. I especially like the section on uber monsters. We had often argued that somewhere out there was the Orc to rule all Orcs. Seems that it was not a unique concept. Worth buying if you want to get some consistency with how the rest of the world used to level up the game. PS. We never got across the idea of v3, v3.5, v4, v6.2.1b just too much to relearn.

Condition of the book was exactly as described. I was/am satisfied with my purchase.

Good!

Awesome book

Although I doubt that a DM without the Munchkin syndrome can lead several PC to such apexes of power without getting a few clues on how to run the campaign, the high level campaigns has several very good guiding lights for those DMs that have strayed into the darkness and can't get out (overpowerful items, characters, and other forms of blight). This should have included some type of section dealing with STRIPPING overly mighty characters of their powers within the bounds of rational role-playing. Overall, I find that some sections of this book should have actually been included in the basic rules several years ago, rather than be used as a leaky life-boat for a dying game. Useful, but less than spectacular.

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