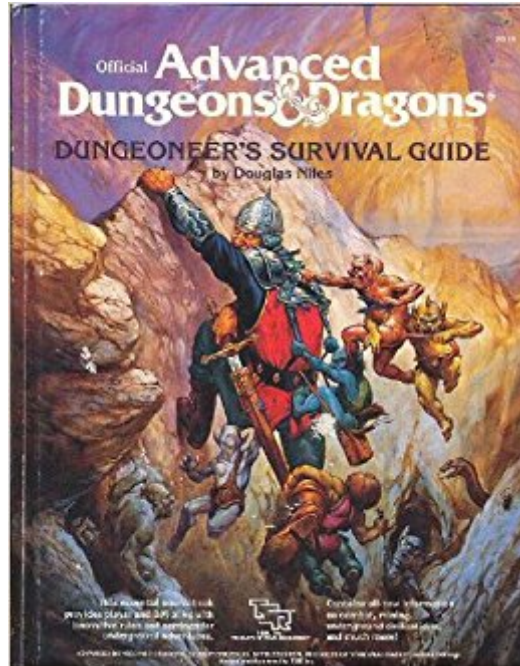


The book was found

Dungeoneer's Survival Guide (Advanced Dungeons And Dragons)



Synopsis

This essential sourcebook provides player and dungeon master alike with innovative rules and settings for underground adventures. Contains all-new information on combat, mining, underground civilizations, and much more!

Book Information

Series: Advanced Dungeons and Dragons

Hardcover: 210 pages

Publisher: TSR, Inc.; 1st edition (July 1986)

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Product Dimensions: 8.7 x 0.4 x 11 inches

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Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (24 customer reviews)

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Customer Reviews

Like the wilderness survival guide this is a very good resource for some off the wall kind of situations and rules. While we do not always turn to these rules (house rules are many times better or more fluid with the campaign) players have thumbed through this book and got ideas for their characters, for roleplaying, and we have just had our sessions enhanced by having the book around.

It's classic TSR, you really can't go wrong!!! This book like everything else TSR has done is informative and well put together. If your into classic TSR AD&D, than this book is a must have!!!!

One of the greatest things about this sourcebook for Advanced Dungeons and Dragons is that most of the information therein is presented in such a way as to be easily applied to any version of the rules, or in fact, any role-playing game that may take the players into a subterranean setting. It includes descriptions of different natural cavern formations, such as stalagmites, stalagmites, gypsum flowers, flowstone, etc.. and explains the dynamics of the underground world, such as how caves

and the formations within are formed, different types of caves, how underground rivers are formed and flow, and other various subterranean phenomenon like sea caves and lava tubes. Furthermore this book also explains "man"-made underground construction, like basements, fortresses, mines, and the eponymous dungeon, and the ways in which these locals are inhabited. If you are looking to add some colorful narrative to your underground campaign, regardless of edition or system, pick up a copy of the Dungeoneer's Survival Guide, while you still can.

This survival guide puts the roll playing emphasis on the journey and not just the combat rounds. The material is presented well and is entertaining. The information is thorough enough to lead DMs to develop games and campaigns that are engrossing and not just a series of die rolled battles. It should inspire players into seeing the possibility of roll playing the journey for the journey and not just the respite between a series of dice battles. I have used this book for over 20 years of game playing!

This book will add amazing depth to your campaigns, by providing you with exhaustive information on caverns and the depths of the Underdark. Included are rules on the Underdark, swimming, climbing, bridges, falling, spelunking, fatigue, skills, combat underground, BattleSystem wars underground, cave-ins, mining, new equipment, and much more!

I really love the content in this book. I am using it as added description in my AD&D 2nd edition game and boy is there ever great flavor text in here. Its a gem in the D&D world- a direct view into the game as it was intended. Quirky, often contradictory and fun. My only complaint was that the seller sent the product in a media envelope and the edges were damaged in the shipping. Otherwise great product.

The Dungeoneer's Survival Guide is an invaluable tool for a DM looking to expand his repertoire of rulings. I don't recommend a DM try to memorize every rule or expect themselves to implement them verbatim. The idea of a book like this is to give the DM contextual examples of how to rule in various circumstances. To that end, it offers an incredible array of possibilities.

This was the first of the terrain survival guides i purchased for my AD&D campaigns, and has remained my favorite. There is a certain mystique to the Underdark that captures the imagination of every gaming group. Almost without fail, pretty much every gaming group ends up in the Underdark

at some point, and generally ends up getting in over their heads as well, lol. This supplement really helps a DM to flesh out that environment, and make it both more deadly and more survivable, lol (love that disparity). From ecology to mining to the simple basics of survival, you can really make the Underdark shine in your campaign with this book. It deals in great detail with aspects of underground survival that you may not consider otherwise, such as climbing, mining potential, and the like. Temperature and availability of air, earthquakes and cave-ins....etc....I think this really is a supplement that would benefit any gaming group, and one of the better ones ever published. Enjoy!

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