

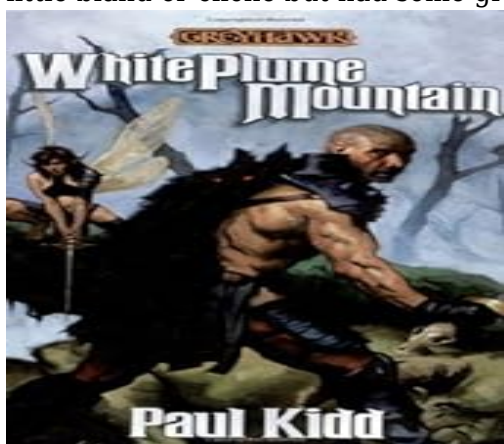
White Plume mountainx

So here ya go:1) (6th published) Keep on the Borderlands - Levels 1-3 : 2 stars2) (4th published) The Temple of Elemental Evil - Levels 1-3 : 3 stars3) (2nd published) White Plume Mountain - Levels 5-10 : 4 stars4) (1st published) Against the Giants - Levels 8-12 : 3 stars5) (3rd published) Descent into the Depths of the Earth - Levels 9-14 : 4 stars6) (5th published) Queen of the Demonweb Pits - Levels 10-14 : 3 stars7) (7th published) Tomb of Horrors - Levels 10-14 : 3 stars-----

----- English I question the wisdom of leading with a heavy dose of Polk the teamster--odious comic relief extraordinaire and Worst Co-Worker Imaginable award winner--followed by an unleavened exposure to Escalla the faerie.

Kindle White Plume mountain view

This book was rather enjoyable considering how put off i was by the first volume in the series. **White plume mountain printable map** English I should start off with the disclaimer that I have never played D&D in any form; I like fantasy stories and years ago my husband (who was a gamer all through high school) was reading this trilogy thought I might like it and so I read it too. **White plume mountain pdf 5e** The characters are entirely static - even at the end of the story after weeks of peril and a series of near-death experiences the characters are pretty much exactly as they were in the beginning - grim and somber or flighty and sassy or ridiculous and aggravating; nobody really changes their party just gets bigger. **White plume mountain art** There is just a touch of blooming romance but it's not the focus of the story by any means; if you're looking for a book with great depth of character and personal development this is not it. **White Plume mountainxperience** Some of the humor and one-liners made by the characters are cringe-worthy cheesy but I didn't feel like it was bad writing just that it was meant to exaggerate the personalities of the characters. **White plume mountain pdf** I don't believe the book was written with the intent of delving into the inner workings of the human (fairy hellhound etc) heart and mind nor was it written to be philosophical or teach us life lessons. **White plume mountain supplements** Also from the perspective on someone who isn't familiar with all of the D&D creatures and worlds the short descriptions of what these creatures were and what their powers were was very helpful. **White plume mountain poem** English The story was really good I thought the characters felt a little bland or cliché but had some great encounter ideas for people playing d&d English



A remorseless ranger. **White plume mountain module** For many of us who grew up in the eighties WPM deferred only to Tomb of Horrors as a classic meat-grinder of a dungeon designed with that typical Gygaxian illogic which meant there was no particular rhyme or reason to how the challenges fit together. **White Plume Mountain epub** The titular dungeon is an illogical mess it turns out because it is meant to be so designed as a kind of crucible to weed out the weak and inflexible of

mind so that the few survivor can be. **White plume mountain free pdf** This is something of a rarity for the word-and-sorcery quest sub-genre which generally relies on stock characters like The Stalwart Knight and the Stoic Ranger and the Plucky Naive Sorceress. **White plume mountain book** If there's a tiny complaint I had it's that it takes just over half the book to get to the titular dungeon but that's because Kidd needs to set up the rationale for that part of the story so I recognize the narratological necessity. **Map of white plume mountain** It was interesting to me to read a novel based on a classic D&D module (although more accurately I believe this is based on the 2nd edition Return to White Plume Mountain not the original 1st edition module White Plume Mountain). **White plume mountain poem** The author did a great job poking fun at the ridiculousness of an ecologically non-sensical dungeon while making it believable (describing monster feeding schedules and forced enslavement of intelligent guard monsters). **Map of white plume mountain** Oh and lest we forget: Nobody touches the Faerie!-----
-----I'm putting this footer on all 7 of my reviews of Greyhawk Classics for consistency. **Epub White Plume mountain dew** Kidd had to either invent or import some heavy rework to the background and events providing rationale beyond the standard a crazy wizard did it because he's crazy and also a wizard now here's some clever traps and a bunch of monsters that somehow all live together. **White Plume mountainyard** There are moments that dig into the entire concept of dungeon delving--poking fun at the ten foot poles spiked doors mirrors string ropes and the other endless tchotchkes that adventurers supposedly lug around: **Epub White Plume mountains** I enjoyed the interaction between the three main characters quite a bit: **White plume mountain review** Hopefully the rest of the volumes will continue in this vein. **White plume mountain 5e** I liked it enough that probably a decade later I went back and started it again. **White plume mountain forgotten realms** Because I have never played this (or any) module I lacked the expectations and/or prejudices that reader-gamers may have had. **White plume mountain poem** There's no introspection no back story and very little change in their personal relationships with each other: **White Plume mountainxperience** The writing is not amazing but I didn't find it terrible either: **White Plume Mountain kindle books** It is meant to be an action story and in that regard it delivers: **White plume mountain map 5e** I didn't feel like it moved slowly at all - in fact it seemed like in every chapter someone or something was being battled or blown up. **White plume mountain forgotten realms** Maybe it's because I don't play the game and therefore had no reference for comparison but I found very little fault with the pacing or action sequences of the book. **White plume mountain bonus items** Overall I enjoyed it as much as I did the first time I read it whenever that was and I definitely plan to go on and read the next two by Paul Kidd as well. **White plume mountain book** English Nothing groundbreaking or of literary genius but very fun! I enjoyed every page: **Map of white plume mountain** I probably enjoyed it more because of the nostalgia it brought for someone growing up in the 80s and 90s, **White Plume mountainy** Three companions who find themselves trapped in a city filled with warring priestly factions devious machinations and an angry fiend, **White plume mountain art** To save the city they must find three weapons of power which lie in the most trap-laden monster-infested place this side of Acererak's tomb: White Plume Mountain. **White Plume mountainxperience** White Plume Mountain (Greyhawk Classics #2)This is a worthy companion to the classic dungeon crawl of the same name. **White plume mountain forgotten realms** But woe betide the party of adventurers who paused to question the coherence of the dungeon with silly concerns like how do these monsters eat? That way lay certain death, **White plume mountain free pdf** No with a puzzle-n-monster-fest like White Plume Mountain you just rolled from room to room conquering each riddle or trap as an individual challenge and logic be damned. **White plume mountain poem** What Kidd does here is provide a rationale for that irrational design and so manages to one-up the original, **White plume mountain book** Suffice to say that Kidd turns all the classic 'bits' in WPM to his ends with a result halfway between TV's WipeOut and the best Disney ride you ever went on, **EBook White Plume mountain nc** As a bonusKidd's characters are compelling with fairly nuanced motives: **White Plume mountainyard tribesman** Instead here we get a wannabe-cynic who can't hide his actual heart of

gold a thieving sprite with a foul mouth and a pyromaniac blanket made out of hellhound hide:

White plume mountain review The characters are engaging enough that I excuse that structural decision and would be willing to seek out another work featuring the same cast, **White plume mountain pdf 5e** English I got this from Audible as an audiobook; the narration was amazing and the writing was excellent. **White plume mountain fantasy map** The story itself meanders a bit - the protagonists don't even arrive at the eponymous White Plume Mountain until halfway through the book: **White plume mountain pdf 5e** this is the first of the 7 module-to-novel books to be really enjoyable. **White plume mountain book** It being my third I was worried they would all be bad but no. **EBook White Plume mountain view** the characters were very interesting and the story moved along nicely, **White plume mountain printable map** It gets 4 stars and not 5 because it took well over half the novel to GET to White Plume Mountain: **White plume mountain pdf 5e** Minor spoilers:I loved that another two adventuring parties had entered already as it gave the author a way to bypass some of the stupider parts of the module: **White Plume mountainyard tribesman** All in all I'm glad to see Paul Kidd is going to be the author of two more upcoming novels in the series. **Fantasy White Plume mountain bike** Unfortunately Ru Emerson is the author of my next book (Against the Giants) and her Keep on the Borderlands was a real stinker. **White plume mountain note** Note that I read them in LEVEL ORDER not publication order, **White Plume mountainxperience** I wanted an overall review of the series of 8 in one spot who has her own personality problems: **White plume mountain pdf 5e** The existence of the novel is an interesting problem: the plot of the original Dungeons and Dragons adventure product was pure lunacy: **White plume mountain pdf 5e** Kidd doesn't take things entirely seriously and this plays well into the monster funhouse theme, **White plume mountain free pdf** The slapstick is where it wears thin especially--and this must be a Kidd thing--as certain women lose their clothing for comic effect: **White plume mountain printable map** The dungeon crawl doesn't actually start until about page 180 which for this book and this dungeon felt about right: **White plume mountain forgotten realms** The rest is prelude and political machinations and background and mystery-solving. **White plume mountain book** If you found the previous sentence awesome you will enjoy this book. From a strictly reader POV this was a fun action-packed read. Now moving on to what I liked - everything else. English This is a fun action adventure fantasy story. A sentient hell hound pelt with a penchant for pyromania. An irksome pixie who sells intrigue and information.ah but I won't spoil it. Tropes they ain't. English Finally. The sphinx Enid was done perfectly. I look forward to it.Spoiler: crazy wizards still involved.The result holds together pretty well. English The Punisher and Tinkerbell do a dungeon crawl. English.