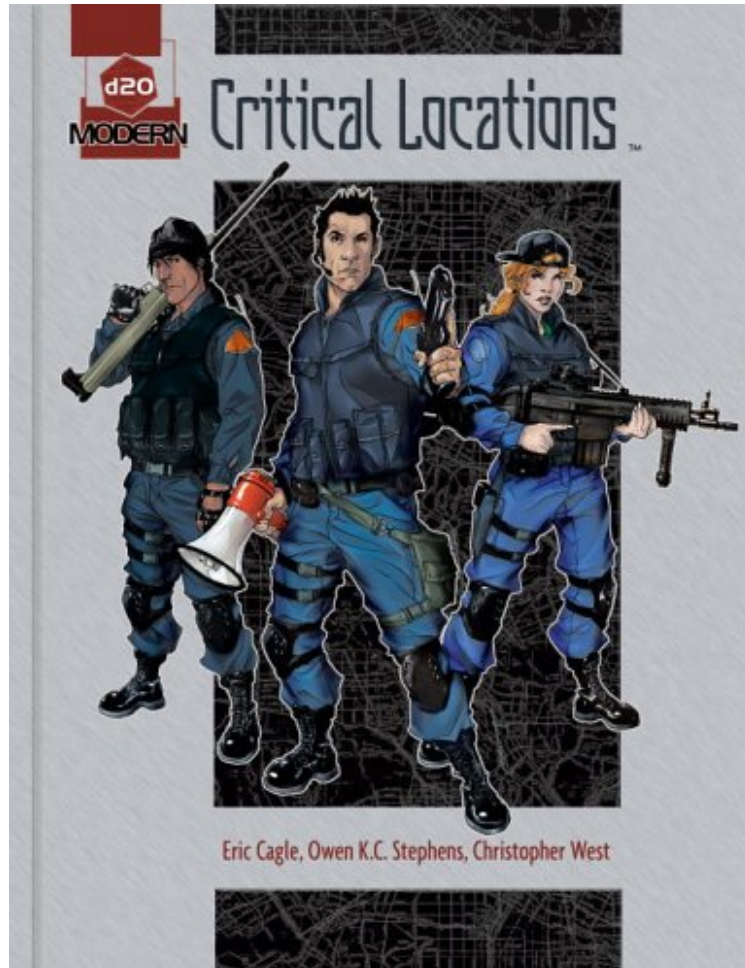


d20 Critical Locations: A d20 Modern Supplement

Christopher West, Eric Cagle, Owen K.C. Stephens
DOC | *audiobook | ebooks | Download PDF | ePub



#1153959 in Books d20 Modern WOTC 2006-05-09 2006-05-09 Original language: English PDF # 1 10.69 x .18 x 8.40l, .40 #File Name: 078693914196 pages | File size: 23.Mb

Christopher West, Eric Cagle, Owen K.C. Stephens : d20 Critical Locations: A d20 Modern Supplement before purchasing it in order to gauge whether or not it would be worth my time, and all praised d20 Critical Locations: A d20 Modern Supplement:

0 of 0 people found the following review helpful. The ultimate map set up for d20 modern. By Jasper One of my favorite supplements. This doesn't give you global maps as so many stereotype maps of locations (schools, convention centers, etc etc). and they do it beautifully. I think this is one of those "must haves" to really make your life easier in d20 modern. 0 of 0 people found the following review helpful. Helpful By Mark Packer A handy tool for any Game Master, in and out of d20 Modern. Provides provocative maps that help flesh out the real world to add limitless dynamics that players can exploit for their amusement. 2 of 3 people found the following review helpful. A Solid D20 Modern Supplement By Grant Camden This book is exactly what it purports to be - a collection of generic locations that you can plug in to your campaign at the drop of a hat. In addition to the beautiful maps, there are descriptions (of

course) as well as adventure ideas. I would give this 4.5 stars if that was an option. I deduct 1/2 star for: It's a little pricey given it's only ~60 pages. I would have rather seen a lab rather than the bowling alley. The latter is only my preference. Other GMs may have been dreaming for years of having a shootout in a bowling alley. Then again, I'm probably in the majority.

Locations of adventure for any d20 Modern campaign. d20 Critical Locations features 40 full-color maps of interesting modern locations, valuable to any d20 Modern campaign. Beautifully rendered by cartographer Christopher West and ready for use in any d20 Modern game, each map comes with adventure hooks and pregenerated supporting characters. Some maps appeared previously in Pulyhedron Magazine, but most are new for this product.

About the Author Christopher West is a cartographer whose maps have appeared in Dungeon Magazine. His recent work includes the poster maps and terrain tiles for the Star Wars Miniatures Game and Ultimate Missions: Rebel Storm. Eric Cagle is a freelance designer whose previous design credits include Races of Destiny, the d20 Menace Manual, and Monster Manual III. He has also written more than 30 articles for Dragon Magazine and the Wizards of the Coast website. Owen K.C. Stephens, has written numerous articles for the Wizards of the Coast website, including d20 Modern adventures and advice columns. His roleplaying game design credits include d20 Apocalypse, along with Tempest Feud, and Ultimate Alien Anthology for the Star Wars Roleplaying Game.