Dungeon a Day
Posted by Shadox - 2013/01/14 13:14

I noticed that DF still has the advertising banner for Dungeon a day. I finally thought about joining D-A-D this year but when I went to join I found out that Monte Cook has moved away from the project. It is ran by a few guys who I believe have a kickstarter going. Has anyone used DAD in the past? Was it good? Has anyone tried to use it recently?

-Shadox

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Re:Dungeon a Day
Posted by Arcarius2001 - 2013/01/21 08:06

I was an early annual subscriber when Monte came out with it. It was cool and I took some ideas from it but it was really too much for me to use. The concept was interesting and production top notch. However I was already into a campaign so I did not run my players through it. I would like it if he published it in book or at least pdf. I never downloaded each level as it was finished. It was worth the money though. I still have a couple of good ideas from that to use in my current campaign.

One very cool bit was Monte did depict certain rooms and corridors with his Dwarven Forge! I enjoyed that.

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Re:Dungeon a Day
Posted by Harneloot - 2013/01/21 12:19

I was a *member& for the first year. The fact that the whoel thing was on-line and itnerlinked was cool. the fact that it was ONLY online was really not cool. So, once my *subscription* ran out, I was left with....nothing.

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Re:Dungeon a Day
Posted by Kradlo - 2013/01/21 16:09

I was a subscriber the whole time, though I've not run the dungeon. I was intrigued by the use of Dwarven Forge for the maps, so no oddball conversions would be necessary. Overall, I'd say it was well done.

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