



Eye of the Dragon

Ian Livingstone

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In a tavern in Fang, a mysterious stranger offers YOU the chance to find the Golden Dragon, perhaps the most valuable treasure in all Allansia. But it is hidden in a labyrinth beneath Darkwood Forest and is guarded by the most violent creatures and deadly traps. Ages 8+.

Eye of the Dragon Details

Date : Published April 7th 2005 by Wizard Books

ISBN : 9781840466423

Author : Ian Livingstone

Format : Paperback 200 pages

Genre : Fantasy, Games, Gamebooks, Role Playing Games, Young Adult, Adventure

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From Reader Review Eye of the Dragon for online ebook

Siobhan says

If the truth is to be known, these books are fun at first. Sadly, however, they quickly grow old.

If you have experienced one of these kinds of books you have experienced them all. Whilst the stories differ, the effect they have upon a person is the same across the board. You have fun for a while and then they are put aside.

It is okay to pick up one or two throughout your life but I would not recommend going out of your way to buy them en masse. As for which one(s) you pick up... well, that is a choice only you can make.

Tazio Bettin says

Disclaimer: I only bought this book because it was part of a bundle. I knew I wasn't up for anything good when I discovered that Ian Livingstone wrote it. Yet I gave it a chance anyways. I regretted it immediately. Ian Livingstone is the worst writer of gamebooks I have ever had the displeasure to encounter.

Let me get this straight. You start with a silly premise: a stranger dares you to find this rare gem he couldn't find and makes you drink a slow-acting poison so that you need to come back to him for the antidote, and you do it of your own will. That alone is quite stupid. But the game becomes worse immediately after you start. You find yourself in a forest and enter a woodcutter's hut. Under the hut there is a mix of an underground market and a dungeon. It's basically a corridor where you find doors you can open if you want. The first is the atelier of a painter, the second is a general store, the third is a room with an idol that is a trap, and the fourth is a torture room. Yes, under the woodcutter's hut.

As you can see, nothing makes any sense. I wonder how Livingstone writes his books. He probably doesn't give half a turd about creating situations that make the slightest sense. His characters are dull as mud, and cardboard-thin. The situations aren't any better and the choices you face are completely random. Using your brain to solve them is perfectly useless.

And Livingstone is tremendously consistent in this. His other books aren't any better with the sole exception of Deathtrap Dungeon and Trial of Champions. Where at least the randomness of the dungeon makes some sense.

I'll keep staying away from his books, and I don't think I'll give him any further chance because I have better things to do.

Royee Chan says

Awesome!!!!
