Sandstorm: Mastering the Perils of Fire and Sand (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) by J. D. Wiker

A complete guide to playing D&D in arid wastelands.

This beautifully illustrated supplement continues a series of releases that focus on how the environment can affect D&D gameplay in every capacity. Sandstorm™ contains rules on how to adapt to hazardous hot and arid weather conditions, such as navigating desert terrain and surviving in fierce heat or harsh weather. There are expanded rules for environmental hazards and manipulation of hot weather elements, as well as new spells, feats, magic items, and prestige classes. New monsters associated with deserts and wastelands are included, as well as variants on current monsters. Sandstorm provides enough adventure material included for months of gameplay.

My Personal Review:
I'm a big fan of the Frostburn, Sandstorm, and Stormwrack series. If you're not planning to DM, the books provide interesting alternatives for your characters. If you DM and plan to do your writing for the campaign, these books are an excellent way to add flavor to your campaign. My favorite aspect to this book (and all of the environment books) is, not surprisingly, the guidance it gives in creating the relevant environment. Unlike one of the other reviewers, I view the prestige classes, feats, etc. as secondary. The point of this book is creation of waste environments, and this book is superb for that.