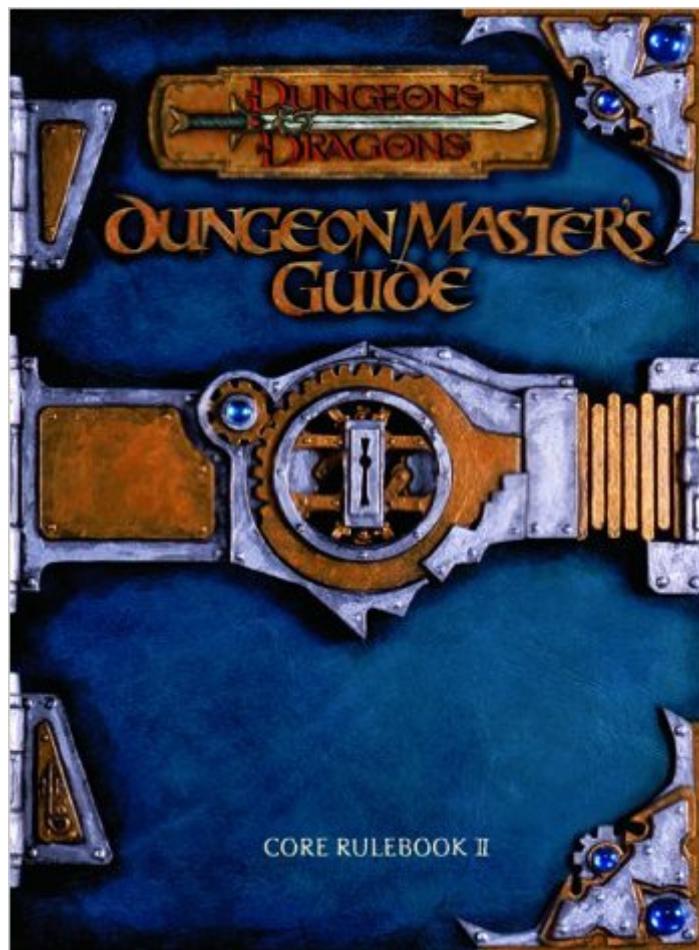


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Dungeon Master's Guide: Core Rulebook II (Dungeons & Dragons)



Synopsis

The Third Edition Dungeon Master's Guide is an essential rulebook for the D&D game and is a must-have for every Dungeon Master. A Dungeon Master runs the Dungeons & Dragons(r) game-part storyteller, part actor, part referee. The Dungeon Master's Guide features 224 pages of beautifully rendered, intuitively presented rules and material designed to get a Third Edition D&D campaign up and running.

Book Information

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Customer Reviews

WoTC's treatment of the Dungeon Master's Guide at first glance seems unremarkable...Five chapters devoted to things like advice for DM's, Running the Game, and Adventures....but just wait 'till it gets going. Veteran gamers will no doubt scoff at the advice the DMG offers new DMs and skip to the section on Magic Items. They shouldn't. The guidance for DMs that this book offers is (for a change) worth reading. Little things that a DM picks up over time like: "Agree on your house rules before you start playing" or "Keep a list of 20 or so unassigned names handy in case your players ask a passer-by for their name." Sure, a veteran DM knows to do that, but do I wish I'd read that when I bought my first DMG? Absolutely. This book is a guidebook for Dungeon Masters, and it sensibly devotes a sizeable portion of itself on telling new DMs the tricks of the trade. (Old timers will recognize the example of play section from the original '79 DMG has been used again, although they will note that originally the cleric said "I squash the nasty thing with my mace!" *grin*) Building blocks: As any serious DM will tell you, a campaign is made up of lots of little details, usually assembled on the fly. Any charts, prefab'ed items or other labor saving devices are a godsend. This

book devotes pages to structural properties of objects, animals and traps typically found in a dungeon. It also offers useful information on prefabricating towns and eleven pages of tables to generate Non-Player Characters. My award for the biggest "It's about time award" goes to the new rules on the creation of magic items.

First, to all, a word of warning - this will not appeal to everyone! The 3rd Edition of Dungeons & Dragons is now fully revealed in all its glory, and it is two things - [1] a state-of-the-art customizable RPG, with extensive easy-to-use rules displaying impressive internal logic and coherence; and, [2] an EXTREMELY fun tribute to classic dungeon crawls. The 2nd Edition of AD&D was all about diversity - new nations, new cultures, new horizons, new everything, in a bewildering array, from Dark Sun to Ravenloft. 3rd Edition, in contrast, retains a firm focus on the World of Greyhawk, a land with a much more thematically "pure" medieval setting. So if you loved 2nd Edition for its variety, you may find yourself looking through this book and wondering, "Where's my beloved sprawl of options?" The answer is beyond the scope of this book - all of the options you could ever want are indeed here, as far as game mechanics are concerned; but if you were hoping for extensive details on cultures, ultra-customized PCs, and the mysteries of Oerth, you'll have to wait for future releases (and they are coming, believe me ;). So now that we know that the book focuses strictly on rules, advice, and play guidance, we can judge it on its intended merits! First of all, the play advice and rules on how to create adventures, campaigns, and worlds may seem trite to veteran DMs, in a very "been there, done that" *dÃ©jÃ vu* sort of way; but I strongly recommend reading these chapters carefully! There's so many pieces of good advice and clever time-savers here that even those who have played for decades (like me) can learn something of lasting value with just a single reading. Now that's quality game design!

For new players this might seem like the best thing ever. I have to admit I had some reservations about going from 2E to 3E with my players but they were all dying for it so away we go! I suspect this review will be of more use to veteran types than novice types, as the latter have no comparison, but here goes:
THINGS I LIKE ABOUT THE 3E DMG
(1) **WORLD BUILDING:** the 2E DMG didn't have this aspect in it. You had to get one of the supplementary sources to figure out all the things that are now in 3E. Good step. However, let me point out that 1E had the best context and advice for building a world. I would say that if you want advanced techniques for world building to seek out that DMG as well as the 2E CAMPAIGN SOURCEBOOK.
(2) **NPC CLASSES:** it was always a hassle trying to make the queen tough enough to not be killed by one sword blow. To do that, you had to make her

into a class and most of the classes didn't make much sense for someone who never got out and was in court. Now, there are artisan classes, like a 20th lvl blacksmith, and the aristocrat. It includes usual skills and such as well as the die to use. Great idea. Now, I don't have to make the court queen a 15th lvl thief to keep her alive. (3) PRESTIGE CLASSES: a cool idea. These are organizations of very tough or unique people who have special powers. BTW, for you 1E players, the assassin is now a prestige class. Glad they brought it back. (4) RUNNING THE GAME: again, this wasn't in the 2E DMG; it was in the sources mentioned above but overall, this is great for new DMs. The book helps you describe events like one of story rather than just numbers. (5) ENERGY DRAINS: PCs now get saves against undead hits. That was always a bummer to PCs in previous editions.

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