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In Dungeon Master’s Guide, you will find guides to conquer the world of DnD. You can build your own world and empire through logical, engaging rules. In this manual, there are many items for you to build your adventure, it has more than 100 magic items for you. The Dungeon Master’s Guide expects that you know the nuts and bolts of how to play the D&D tabletop pretending game. In the event that you haven’t played previously, the DnD Starter Set is an extraordinary beginning stage for new players and DMs. This book has two significant associates: the Player’s Handbook, which contains the guidelines your players need to make characters and the standards you need to run the game, and the Monster Manual, which contains prepared to-utilize beasts to populate your D&D world. The D&D rules help you and different players make some great memories, yet the standards aren’t in control. You’re the DM, and you are accountable for the game. All things considered, your objective isn’t to butcher the globe-trotters however to make a mission world that rotates around their activities and choices, and to keep your players returning for additional! In case you’re fortunate, the occasions of your mission will repeat in the recollections of your players long after the last game meeting is finished up. Do you have a great imagination? Download it now and become an architect building a perfect world for yourself. Dungeon Master’s Guide PDF download link Dungeon_Master’s_Guide.PDF © 1996-2014, Amazon.com, Inc. or its affiliates While I know many of the differences between the editions of DnD, I actually only started playing one year ago, and I only played the 5th edition. My gaming experience has been great, although it sounds really weird that a group of adults would gather to play a game of make believe, this game has been around for ~40 years, it has really matured that everything is streamlined and really well thought out.About the book itself:You probably know that this book is mainly for the player running the ga While I know many of the differences between the editions of DnD, I actually only started playing one year ago, and I only played the 5th edition. My gaming experience has been great, although it sounds really weird that a group of adults would gather to play a game of make believe, this game has been around for ~40 years, it has really matured that everything is streamlined and really well thought out.About the book itself:You probably know that this book is mainly for the player running the game (the dungeon master), most of the other players won't need to read any of it, although it gives better understanding of the world (specifically the forgotten realms, one of many available published setups to play through).1. The first part of the book "Master of Worlds" goes about explaining the universe, this part is heavily influenced by the "Forgotten Realms" setup, and the second chapter is specifically pretty useless if you are using any other setup. However, it teaches the basics of choosing/creating the gods, factions, organizations and the maps of your campaign, as well as some play styles and themes.2. The second part "Master of Adventures" is the most important part of the book, it is also the longest (although that is not the reason), this is the part where you learn how to write a story, you are literally learning how to write, like seriously you can write a book using what you learn here. It is fantastic, how this part teaches you to create living characters that your players can connect with, and adventures as good as a cinematic film. It also goes into details about mapping the environment and accounting for every possible direction your players can take. Then lastly, it presents you 100 pages (half of part 2, third of the whole book) of magical items, treasures and artifacts that you can include in your game. You might think that this is boring, but this is the part I enjoyed the most, I think I went through it 3 times, the imagination and creativity in those items is sick, every single one of them has a picture, and their art is fascinating.3. The third and last part "Master of Rules" is where you learn the actual game play as a DM, although you won't fully comprehend it until you run your first game. Its second half is pretty short, but I really don't see it as something essential to this book, it teaches you how to create new monsters, items and spells. Cool, but the amount of published content for this game makes it really unnecessary. Perhaps other publishers could use these rules to create their own content to sell, but for regular players (like us) it seemed like something that we would never use.Going through the chapters one by one in details:1. Chapter one "A World of Your Own" gives the essential rules for building your own multiverse, the core assumptions, the gods, what people believe in and so on, then it goes on about mapping the world, up from the big map and down to how a house looks from inside, going through the governments, commerce, factions and organizations. Next, it discusses the background of this universe, what events are happening and how are they involving your players, is it the rise of a new ruler? is it the fall of a great kingdom? Finally if give a very educational tour in the types of Fantasy stories, I really like that last part.This is an essential chapter, especially for new DM's who haven't yet decided their preferred themes and play styles. You should read it at least once, but I prefer going through it before starting any new campaign, .2. Chapter two "Creating A Multiverse" is all about the other planes. In the forgotten Realms setup there are many worlds other than the "Material Plane", there are elemental planes, ethereal planes and pack of other strange realms taken from different mythologies and cultures.This is one of the worst chapters in the book, one reason is because this chapter is (almost) only useful if you are running your game specifically in the Forgotten Realms. And the other reason is because the information it gives about each plane are so limited (due to how many planes there are) that it beats its purpose, the point of having a pre-made setup is to spare you the effort of creating the material yourself, isn't it? but when all you get about a plane is one paragraph, you certainly won't be able to make a campaign in it without creating your own world almost from scratch.3. Chapter three "Creating Adventures" gives the elements of good adventures, the stages an adventure goes through, a huge number of tables to help generating ideas. It moves on to the types of adventures, the types of villains, the possible complications and twists in the story. And finally how to create encounters.This chapter is the heart of the book, even if you suck at writing, you will learn to write an adventure, wither you want it or not. You can totally use the information and the random tables provided here to write a novel, and I am pretty sure it would be a great novel!4. Chapter four "Creating Nonplayer Characters" is kind of a follow up for the previous chapter. It is all about writing deep and convincing NPS's, and again stocked with countless tables to aid you in generating ideas. It includes optional rules for NPC party members and extra classes for villains.Consider this chapter a second part of chapter three, at least its first half about creating deep NPC's. So against, this chapter is very important5. Chapter five "Adventure Environments" is basically a pile of dungeon generating tables. This is where you go for your classic dungeon crawling DnD, you can pretty much create a whole session in the classic DnD atmosphere by reading only this chapter, all you need is a couple of traps and monsters, a couple of dungeon maps, and a lame story. But seriously the only reason I am saying this is because my party isn't into classic dungeon crawling, the chapter is good, its second half goes about mapping the wilderness, mostly in a similar fashion to dungeons. And finally mapping urban encounters. There is a small part where it goes about traveling through the wilderness, this particular part is very important, including the rules for extreme cold, heat and pressure as well as some wilderness hazards.This chapter mostly teaches you where to place your traps and monsters, it is not very useful in campaigns were the encounters are placed according to the story, but the parts about travel are a must read.6. Chapter six "Between Adventures" is about what your players can do when they are not on an adventure, but I feel like I need to explain that it isn't about what you do between sessions, in other words this is something that you have to roleplay with the DM and everyone else present. Examples being maintaining businesses, building keeps, reputation, family relations, crafting magical items and training.This chapter is rarely useful, maybe due to my party's preferences, but I doubt that, because in the earlier version of DnD those aspects had a lot more attention, one version had a supplementary rule book of 100 pages teaching the players how to build a stronghold. I don't think the current game audience needs those tools, but they are here in case you like them7. Chapter seven "Treasure" is a 100 pages of very well done magical items, artifacts and treasures. For a good dungeon master, this chapter is the supermarket at which he shops to reward his players, some items are coursed, some items can talk, some items are just expensive gems. There are bags that can fit entire rooms, and a drawing of a black circle that becomes a hole when you stick it on the wall. Some endless wonders, go check them yourself! In the end there are other kinds of rewards, like medals, recommendation letters and supernatural gifts. Those, too, come in handy when rewarding your players for their good work.This is the chapter I enjoyed the most, because this is where the imagination and creativity of the writers shines best, I felt like I was shopping and everything was free, and my players really enjoyed the items which they earned.8. Chapter eight "Running the Game" tells you about how free you are in modifying the rules. Through the process, it gives useful tips about how strict you should be, when to hide your dice rolls from you players and when not to, and how to account for missing players and table talk. What follows is the actual game play (or game running) for the DM, using ability score, deciding rules, improvising armor class, handling social interactions and running combats and chases. Then there are some information about certain things that you might like to include in your campaign.I don't view this chapter as the heart of the book due to that fact that you only have to read it once, this is a place that you seldom go back to, and if you began your career as a DM before reading it (which I wouldn't recommend, because you would suck DMing you first game), then you probably would never have to read it.9. Chapter nine "Dungeon Master's Workshop" gives you the rules for creating your own... rules, as well as monsters, spells, backgrounds and items.This is the half I described far far above as something that the regular player doesn't need. The game has an enormous amount of published content, the guidelines in this chapter can be used by other companies to create and sell their own content, but I don't see normal players using them.Thank you for reading this review, I hope it was a useful read! ...more

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