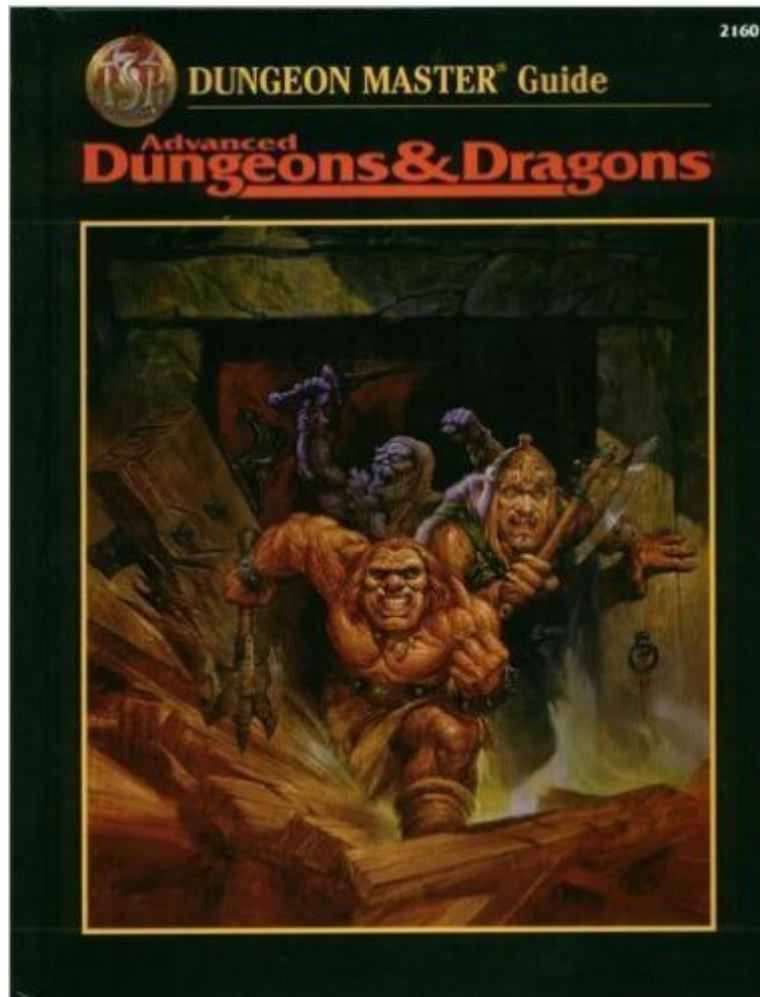


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Dungeon Master Guide (Advanced Dungeons & Dragons, 2nd Edition, Core Rulebook/2160)



Synopsis

Here is the essential manual for the AD&D game Dungeon Master. All the information you need to create and run thrilling, swords-and-sorcery adventures is clearly laid out in the Dungeon Master Guide. Learn all there is to know about magical spells, hundreds of magical devices and treasures, battles, travel, experience awards, and more.

Book Information

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Customer Reviews

I thoroughly enjoy a good change. Change IS good. At least with regards to this revision of the 2nd Edition Dungeon Master Guide. If you are an old pro, this book will expand on the information contained in previous versions, clarify some of the old rules, provide a correction or two, and occasionally make a rule modification (which it will clearly point out!). For the beginner, or any AD&D player new to DMinG, this book is full of information and advice, and is required material for any AD&D (Advanced Dungeons & Dragons) DM (Dungeon Master/Game Master). This DM Guide gives you all the rules, as well as some helpful hints, you will need to begin running an AD&D adventure for group of players. It is not a 'How To' book. It is only a Guide, and a very good one at that. This book provides the necessary framework from which you can build endless AD&D adventures. It does not teach you 'how to' write adventures, it does not teach you 'how to' role-play. Though it will provide some advice in these areas, as any good guide should. (Remember, the AD&D game is a product of the mind, not books. Adventures begin and end in the imagination. Guide books only lend some structure through rules and suggestions.) To sum up the good points, this DM Guide provides all you need to begin and govern an AD&D game. The bad points are minimal. First, too much of the art work is amateur. Some of it is very good, but there are enough

sad looking drawings to make you wonder why they were included. Second, old pros will notice that the prices for magic items have been omitted (with an explanation). If you want or need a price list you'll have to find an old version of the book, or try the WOTC.com or TSR.com web site, they have a list available.

I picked up the revised AD&D 2nd Edition books a while back, my only previous experience with tabletop roleplaying being the Pathfinder Beginner Box. After reading the Player's Handbook cover to cover, I moved on to this seemingly slim volume, and was blown away. First of all, this book is quite literally necessary if you're planning on running an AD&D 2e game. Some rather essential information that pertains to the players (level caps for demihuman races, spellbook construction rules, etc.) is only contained here; a few odd or optional rules (including two systems for aerial combat, and detailed facing rules) are also included in the event that they're needed. While this might have been a financially motivated decision, it serves to encourage buying the book, as without these, one might not read the other information contained within. Most of the book would be considered "fluff" by a highly experienced DM, but for one who's just starting out - no matter which edition of D&D they're playing - this book should be required reading. The things that seem fluffy at first begin to make sense when considered as a whole; things like the question of inflation (if PC's start throwing lots of gold around, said gold will start to decrease in value), raising armies/hiring mercenaries (most lords won't take kindly to strangers assembling an army from members of their town), and the importance of detailed timekeeping (seasons change, and it's important to develop a calendar). Suffice to say, these sections, while spread out rather irregularly throughout the book, are worth their weight in gold. The 2008 4e book

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