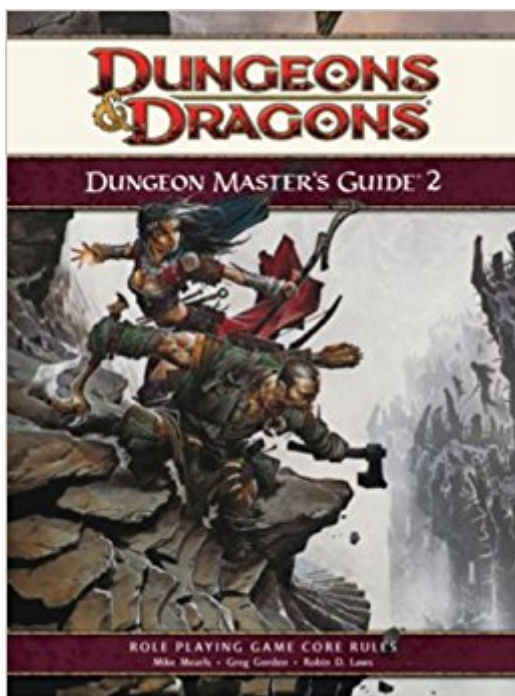


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Dungeon Master's Guide 2 (4th Edition D&D)



Synopsis

A source of inspiration for Dungeon Masters of any level This core rulebook for the Dungeons & Dragons® Roleplaying Game features advice and rules for Dungeon Masters of all levels of experience, with a particular focus on running adventures and campaigns in the paragon tier (levels 11–20). It includes advanced encounter-building tools (including traps and skill challenges), storytelling tips to bring your game to life, new monster frameworks to help you craft the perfect villain, example campaign arcs, a comprehensive look at skill challenges, and a detailed “home base” for paragon-tier adventurers—the interplanar city of Sigil.

Book Information

Age Range: 10 and up

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Customer Reviews

A very solid book throughout, as much for the advice on techniques and food for thought as the crunchy bits. Which are pretty nice, too, by the way. The book provides some good alternatives to magic item progression, for those who find that undesirable, and also some good nuts-and-bolts type advice for building traps and skill challenges (as well as a number of sample plug-and-play challenges you can adapt very easily). The Sigil section is very well done; it captures the feel of the old Planescape material without being overwhelming for those who've not had the pleasure of reading about it before. My only complaint with that section is that there's a lot of Cant slipped in, but no centralized place to look it up so you can use it when adventuring there. Still, that's a minor

complaint; there's still plenty of resources for that kind of thing on the interwebs. All in all, an awesome book. Would definitely recommend to any DM who wants to up their game.

The DMG will teach you how to run the game. The DMG2, however, will teach you how to run the game WELL. While it won't fix every problem with the game, it certainly does a good job at making things run smoother for the DM and the players. The intimidating Skill Challenge system has been rebalanced, making it easier to succeed, but less tolerant of failures. The Distracted status helps push metagaming players back into their character's motivations by imposing penalties for actions that make good mechanical sense, but are very out of character (a problem that plagues my group). Inherent bonuses strengthen your characters WITHOUT having to rely on magic weapons. The section on customizing monsters is very handy, focusing on making monsters hit harder rather than dragging out fights. Overall, this is a very good addition, and I have a hard time imagining someone not benefiting from it.

okay let me say that customer service is awesome. instead of the dungeon masters guide I received Draconomicon Metallic dragons. I actually wanted this book too so they helped out with this issue and I came away from this a very satisfied customer no that said I will say that the Draconomicon Metallic Dragons book is just an excellent reference with nice art work and a must have for if you like to use dragons in your adventures. the book arrived on time and in great shape no damage what so ever. thank you

This book was excellent, and gave me tons of ideas for my Campaign. In addition, it opened my eyes to things I can improve, and ways to get my players more involved in every aspect of the game. I cannot recommend this book enough, and it is still completely relevant with the release of Essentials products. The one thing I must say is that the skill check DC table has been errata'd and the updated version is available online at wizards site and also in the Rules Compendium (another great product). I recommend this book for every DM wanting to taking their Campaign to the next level. Well done, WoTC!

I bought a boat load of dungeons and dragons rule books all at the same time. My motivation was not to test play each and every addition. I needed them as a research resource for a campaign world that my team is developing. I can tell you after having read every book from every addition there are not huge differences in 3 and 3.5 five unless you are purest. Most of the artwork is

recycled. Version four is where the big differences come into play. All that being said let me state that having been a player for more than thirty five years the quality of the books has remained consistent. I am not a fan of breaking up books into multiple volumes to make more money so buy carefully. If you are a real D&D fan and you are considering a purchase, go for it.

This answered so many questions that I had when DMing with the first DMG. I love what they did with the skill challenge system in this one; it's made skill challenges so much more fun (by fiddling with various aspects of the difficulty of skill challenges). This also gives new mechanics that can drive the story much more efficiently, and it's taken a lot of the guesswork out. I'm very glad to have bought it.

Was part of a gift for a friend. She LOVED it. It'll take us awhile to need this, but I'm super excited to see how our games progress now. :)

Good book filled with stuff that should have been in the criminally small DMG1

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