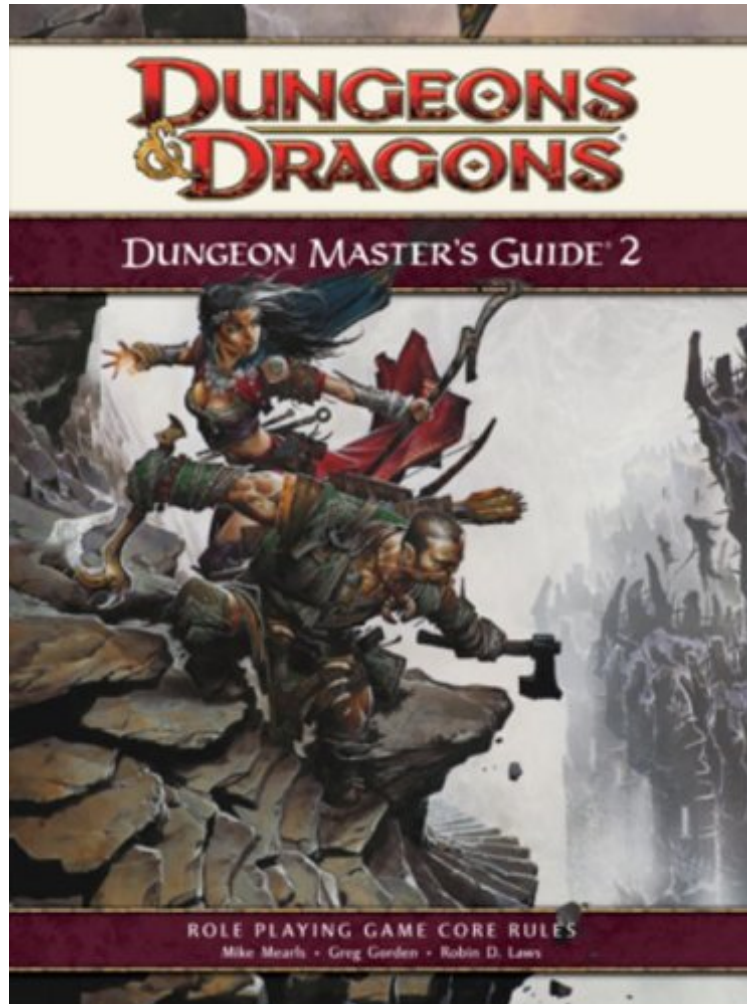


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## Dungeon Master's Guide 2 (4th Edition DD)

*Mike Mearls, Robin D. Laws, Greg Gorden*  
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#88966 in Books Wizards of the Coast Model: 24206 2009-09-15 2009-09-15 Original language: English PDF # 1 11.15 x .65 x 8.54l, 1.81 #File Name: 078695244X224 pages Dungeon Masters Guide 2 Dungeons Dragons 4th Edition by Wizards of the Coast | File size: 50.Mb

**Mike Mearls, Robin D. Laws, Greg Gorden : Dungeon Master's Guide 2 (4th Edition DD)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Dungeon Master's Guide 2 (4th Edition DD):

17 of 17 people found the following review helpful. Good CandyBy AlloyedA 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.

1 of 1 people found the following review helpful. Indispensable Aide for DMs By Seraph  
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.

0 of 0 people found the following review helpful. a slight oops with book  
By MaxEmuzzokay 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 are 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

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 1120). 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 adventurersthe interplanar city of Sigil.