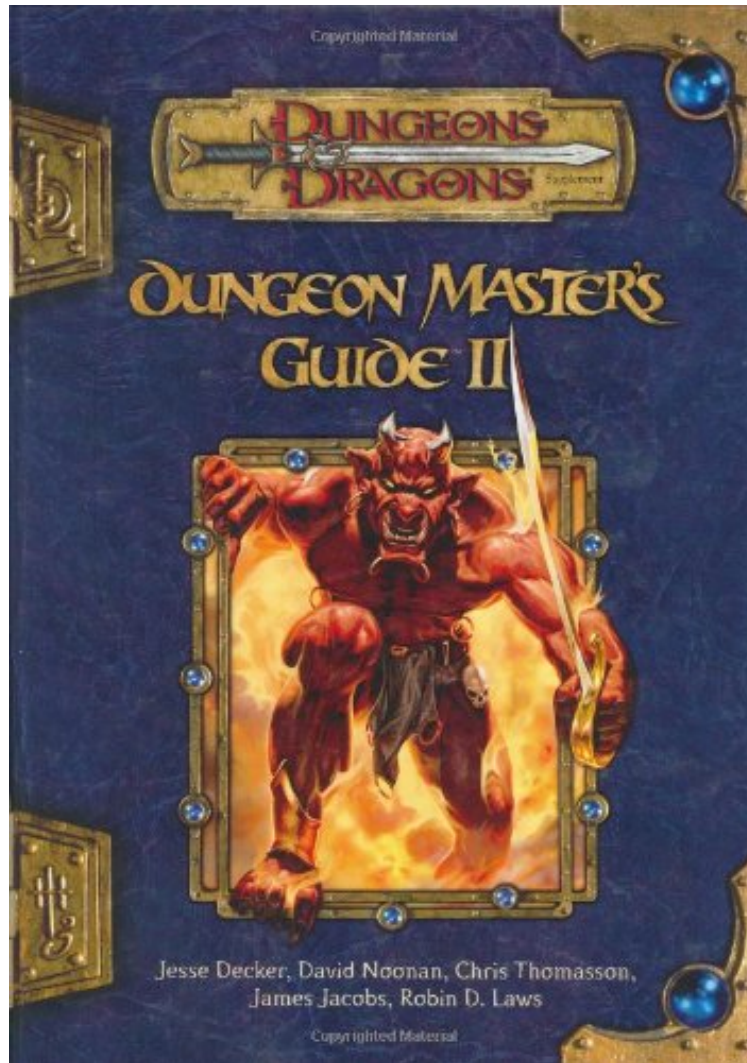


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Dungeon Master's Guide II (Dungeons Dragons d20 3.5 Fantasy Roleplaying Supplement)

Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws
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#241188 in Books Wizards of the Coast 2005-06-01 2005-06-01 Original language: English PDF # 1 11.17 x .84 x 8.50l, 2.20 #File Name: 0786936878288 pages Fantasy, Books, Role-Playing, Dungeons Dragons RPG, DD 3rd Edition RPG, Strategy Games | File size: 48.Mb

Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws : Dungeon Master's Guide II (Dungeons Dragons d20 3.5 Fantasy Roleplaying Supplement) before purchasing it in order to gage whether or not it would be worth my time, and all praised Dungeon Master's Guide II (Dungeons Dragons d20 3.5 Fantasy Roleplaying Supplement):

5 of 5 people found the following review helpful. Good supplement
By Jonathan Longstaff
This book is a useful supplement for DMs. The new magic item traits and the magical events and locations can really spice up an otherwise stale treasure hoard, and the specialized example NPCs are pretty cool. While it is by no means necessary (hence it being a supplement), it is not as full of fluff as some of the other dd 3.5 books out there. Everything in it can be of some use to DMs and players alike. My one complaint is that WOTC forgot to proofread it before sending it off to the printers. It's chock-full of typos and spelling mistakes (I must say, though, that it's not as bad as the Monster Manual 3.5, which actually has a proofreader named in the credits and yet still manages to come off looking like a rough draft). Definitely worth getting if you're a DM looking to spice up your game a bit and don't know how/don't have time/can't be bothered to think of ways of doing it yourself. Also useful for new DMs, as it has tips on managing unruly players and the like.
4 of 4 people found the following review helpful. Very useful for beginners
By Midian
I'm not going to go into this review too much; understand that my depth of dungeon mastering goes above and beyond the norm and I can get very wordy with my critiques. The DMG 2 (Dungeon Masters Guide 2) is AMAZING and should've been the first installment instead of the second. Know this. Wizards of the Coast were under pressure to produce the 3.5 system and needed to get a guide on the shelf that cohesively conveyed game rules and mechanics. Of course there were sections to help a DM create a game world; however nothing that compares with the DMG2. As backward as this might sound, if there are any beginner Dungeon Masters out there who might be struggling with campaign/world creation - the DMG2 is going to put everything into perspective and read much more like a normal guide than stereo instructions (so to speak).
0 of 0 people found the following review helpful. Used?
By Philip
The product, when it arrived (intact and on time) had a sticker on it that read "USED." I could not find any indication that this product was indeed used. It smelled new and even made that familiar crackling sound when I first opened it. The sound of a book being truly opened for the first time! It has helped me to assess and improve the games I run. If there are any more out there, snatch one up! It really helps improve the quality of the game.

A follow-up to the Dungeon Masters Guide, designed to aid Dungeon Masters and reduce game preparation time. The Dungeon Masters Guide II builds upon existing materials in the Dungeon Masters Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town.
JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana.
DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana.
CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing.
JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faern, and Frostburn.
ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with, Robins Laws of Good Gamemastering.