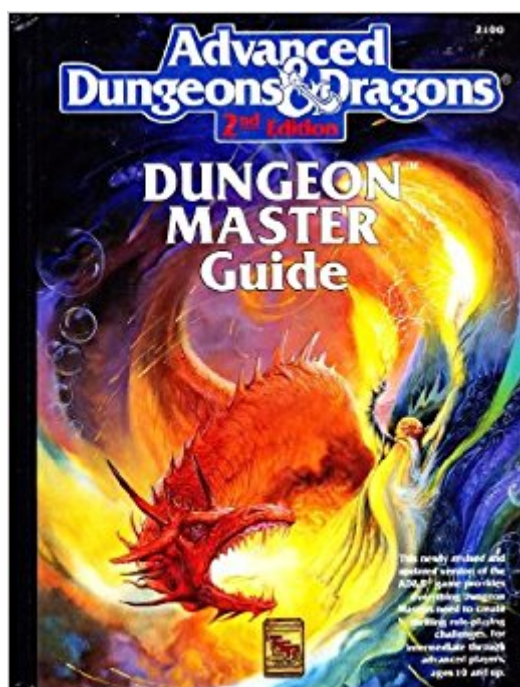


The book was found

The Dungeon Master Guide, No. 2100, 2nd Edition (Advanced Dungeons And Dragons)



Synopsis

Augments and expands on the rules of play for the Dungeons & Dragons role-playing game, explaining the role of the Dungeon Master and reconciling previously discovered inaccuracies, inconsistencies, and other problems.

Book Information

Series: Dungeons & Dragons

Hardcover: 192 pages

Publisher: TSR, Inc; Revised & updated edition (June 1989)

Language: English

ISBN-10: 0880387297

ISBN-13: 978-0880387293

Product Dimensions: 0.5 x 8.5 x 11.2 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.6 out of 5 stars 45 customer reviews

Best Sellers Rank: #402,528 in Books (See Top 100 in Books) #163 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

Customer Reviews

Augments and expands on the rules of play for the Dungeons & Dragons role-playing game, explaining the role of the Dungeon Master and reconciling previously discovered inaccuracies, inconsistencies, and other problems.

I wrote a long review about the AD&D Player's Handbook that discuss the feel of AD&D a little bit so for this review I'm just going to cover this, the Dungeons Master's Handbook. The DM's Handbook is an extremely useful tool...for some things. You in no way NEED it to play AD&D. The DM's Handbook is for your DM only and is a guide to how to DM basically. It gives you examples of how to set up encounters, how to build a dungeon, and how to make a campaign or quest. For me there are only two areas that I find extremely useful. One is that the DM's Handbook gives you your saving throw tables to see if a character is affected by a spell or poison or what have you. The other is that this book contains a list of tons of magical items and other useful/rare items that your characters could find. Now, you may wonder why I feel this book is still not completely needed. The reason is that if you are a more experienced DM or you just like doing everything yourself then you don't need this book. Things like saving throws can be completely story based for example. If your

story needs a character to survive or fall then you just say it happens without rolling for it. If you want the current battle to end quickly then you just say it does. Inside of the AD&D world the DM is the absolute controller of all so you shape the story as you like, with the players cause fun and trouble along the way. The magical items are nice to have but if you like to create then you can just make up your own items that better fit your campaign. In the end this book is great for new DMs or times when you need a quick encounter or item to throw at the party.

Very good condition and we are very pleased. Thank you

Again, this book was worn in as expected with such an old edition. I'm suspecting that the previous owner put some kind of spell on this book so that we, the old school gamers, will encounter some outstanding scenarios that need super hero daring-do.*Slightly bothered there were no hidden maps or mysterious messages left inside one of the pages, j/k.

Every 2nd Edition Dungeon Master kitten needs a copy of this book to do dungeon mastering kinds of things! This kitten was happy to get its paws on a used copy and likes the game system better than subsequent editions of D&D (though it does admit 5th edition looks really nice).

cool

I bought a bunch of used AD&D books to get my son started down the nerdy path! This book, like all the others, came in great shape, at a great price. I could not be more pleased. Recommend!

If you're into D&D already, you probably know what this is. If you don't know what this is and you're not sure if you should buy it, it's essential for 2nd edition. You really cannot play without it. This book is a classic and it came in great condition considering how old it is. There was some highlighting and stuff like that, but it's not destructive. I actually find it quite helpful, so thank you Slater, whomever you are.

Good quality, no issues with it being used. Binding was still together. Great times going back to the old school D&D days.

[Download to continue reading...](#)

The Dungeon Master Guide, No. 2100, 2nd Edition (Advanced Dungeons and Dragons) Dungeons

and Dragons: Dungeons & Dragons - Dungeon Master's Screen (Fifth Edition) The Dungeon of Death: A Dungeon Crawl Adventure (Advanced Dungeons and Dragons: Forgotten Realms) Dungeon Master Option: High-Level Campaigns - Advanced Dungeons & Dragons, Rulebook/2156 How to Play Dungeons and Dragons: Your Step-by-Step Guide to Playing Dungeons and Dragons for Beginners Dungeon Tiles Master Set - The Wilderness: An Essential Dungeons & Dragons Accessory (4th Edition D&D) Dungeon Master's Guide: Core Rulebook II v. 3.5 (Dungeons & Dragons d20 System) Dungeon Master's Guide: Core Rulebook II (Dungeons & Dragons) Advanced Dungeons & Dragons Player's Handbook, 2nd Edition The Complete Thief's Handbook: Player's Handbook Rules Supplement, 2nd Edition (Advanced Dungeons & Dragons) The Complete Ranger's Handbook (Advanced Dungeons & Dragons, 2nd Edition, Player's Handbook Rules Supplement/PHBR11) Monstrous Compendium Annual, Vol. 1 (Advanced Dungeons & Dragons, 2nd Edition) Player's Handbook Advanced Dungeons & Dragons (2nd Ed Fantasy Roleplaying) The Complete Wizard's Handbook, Second Edition (Advanced Dungeons & Dragons: Player's Handbook Rules Supplement #2115 Magic Encyclopedia, Vol. 2 (Advanced Dungeons and Dragons) Advanced Dungeons and Dragons: Monster Manual II (#2016) Player's Option: Skills & Powers (Advanced Dungeons & Dragons Rulebook) Hellgate Keep (Advanced Dungeons & Dragons/Forgotten Realms) Lost Ships (Advanced Dungeons & Dragons/Spelljammer Accessory SJR1) Advanced Dungeons & Dragons Players: Players Handbook

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)