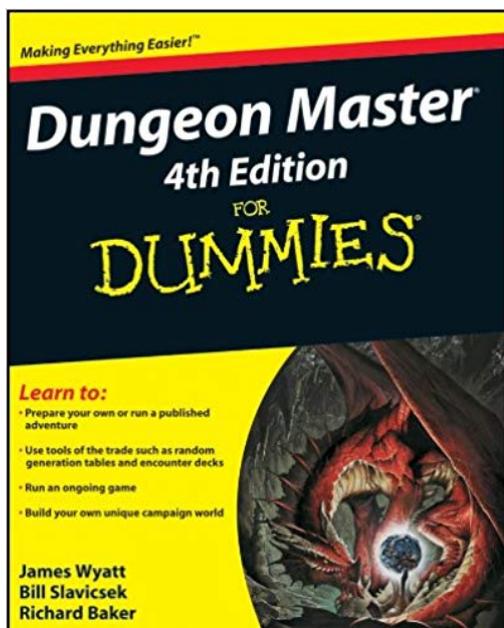


Dungeon Master For Dummies by James Wyatt



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Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures, and tips for building a campaign. It shows you how to:



Reviews of the **Dungeon Master For Dummies** by James Wyatt

Authis

I've played D&D and am getting ready to DM my first time. I thought this book would provide an easy-to-understand introduction to DMing. It does not. At best, this is a companion guide to the three essential books you need: The Dungeon Masters Guide, The Players Handbook, and The Monster Manual. If I had spent more than \$5 on this book, I would have been extremely upset. As it

is, I'm merely irked. The book refers you time and time again to those three essential books, while making darn sure that it doesn't reveal anything that might be in those books. Added to this, is that what is essentially a 10-page companion manual has been inflated by repetition upon repetition of the same information (sometimes in the exact same words!) and belaboring of common-sense points, to fill out this "book." There's a rather detailed section devoted to snacks! Provide them! Or get your group to bring stuff! There--I've saved you whatever money you might have spent on this. Sorry about the spoiler!

Anen

Played D&D a lot when I was younger, recently got back into it due to my son's interests. It's great to be back, so what if I'm an old nerd. :)

This book is great, I've been reading through it here and there in my spare time and it's sparked some ideas, reminded me of some old lessons learned and has just been a good over-all resource to touch base with as I re-learn the system. 4e is much different than version 1, 2, 3 and 3e so having a little help catching on to everything has been great. I bought the core books, then some of the others afterward, and I even have a DDI account from wizards.com but this book is helpful even with all the other stuff. It gives you the ins and outs of how to be a good DM, how to prepare for running an adventure or a campaign, thoughts around setting up your own "world", using a prepared world like Forgotten Realms, Dark Sun or Eberron, or even just going with a generic D&D world that isn't specific outside of your own encounters.

There is a lot to this book, and you don't have to read it from cover to cover. As an experienced DM, I have mostly just been checking out the areas that are flagged with icons that point out things to remember, things you shouldn't do, references to the source books, etc. Once I get to the more advanced areas I'll probably start reading more in depth.

For new players it really covers some great areas that you may not think about. Like a section on scheduling the game itself, letting people know to bring money for pizza and/or snacks if you're going to have some there for example (man, as a kid this was a huge deal....if you didn't remind them they did not come with cash and those were the ones who were always the hungriest!). It helps guide you to sources for finding other people to play with if you don't have friends interested in it, as well.

Overall I have to give it 5 stars because even though I may not need ALL of the information in the book, I can't imagine anyone, even very experienced and current DMs, who wouldn't find some interesting sections that spark their minds.

-D

Gorisar

Just flipping through it gives great tips for new DMs for **RUNNING THE GAME**, **CREATING ADVENTURES**, **WHAT TO DO TO START A CAMPAIGN**, and **COMMON PITFALLS** and **THINGS TO DO IN YOUR GAME ALWAYS**.

I've ran campaigns in Pathfinder and 5e. I plan on using this for refining my narrating skills. Mostly, I'm going to use it to let my players try to DM. It does come with an adventure for 4e that can easily (I'd help the new DM) be converted to 5e, and it has dungeon maps.

If you are completely new to playing, then there's a good chance that you'll get frustrated if this is your only resource.

Error parents

I picked this up based on reviews I've read about an earlier edition. As a relatively new dungeon master who is about to launch my own 4th Edition campaign I thought this book could be helpful.

To be positive, the book was helpful in a lot of places. However there were a number of places, such as the section where the book discusses creating adventures, where I felt the book could have gone into more detail.

However what turned me off this book was the constant advertising spam the authors inserted for other WOTC D&D products. This annoyed me for three reasons. Firstly, a lot of the promotions were out of context with regards the material being discussed. Secondly, at times they interrupted the flow of the topic the authors were writing about and lastly they pushed the same product over and over again.

All in all the book contains some good advice, but it is overshadowed by a large amount of unnecessary advertising.

Anayanis

Although this book is written with the D20 system in mind, it applies to second edition as well. I enjoy all the "dummies" books and this one is no exception. It gives you plenty of tools to keep in your DM arsenal.

Our games are now much more organized, flow better, and has made DMing a much more enjoyable part of the hobby as opposed to a chore you get stuck with.

A great tool for experienced AND new DMs alike. This book would have gained an extra star if a little less time was spent on the social skills to finding games and players. I feel this is space that could have been used more on fantasy cartography, and more inspirations.

Even still, this was a book that improved our gaming greatly.

Rude

I was rather disappointed with this "How-To" style book about being a "Dungeon Master." For those unfamiliar with that term, a Dungeon Master serves as the referee and background storyteller in D&D. I bought this book to assist me in serving in those capacities in a gaming group. But I was disappointed. There was little substance other than "helpful hints" than would come rather naturally to anyone with imagination and a basic level of storytelling skill. I would not recommend its purchase.

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