

Dungeons & Dragons Dungeon Master's Guide: Roleplaying Game Core Rules, 4th Edition

By Wizards RPG Team



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The third of three core rulebooks for the 4th Edition *Dungeons & Dragons*® *Roleplaying Game*.

The *Dungeons & Dragons Roleplaying Game* has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the **D&D** game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition **D&D** rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master.

The *Dungeon Master's Guide* gives the Dungeon Master helpful tools to build exciting encounters, adventures, and campaigns for the 4th Edition *Dungeons & Dragons Roleplaying Game*, as well as advice for running great game sessions, ready-to-use traps and non-player characters, and more. In addition, it presents a fully detailed town that can serve as a starting point for any **D&D** game.

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