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The Dungeon Master's Guide is a book of rules for the fantasy role-playing game Dungeons & Dragons. The Dungeon Master's Guide contains rules concerning the arbitration and administration of a game, and is intended for use primarily or only by the game's Dungeon Master. The original Dungeon Master's Guide was published in 1979, and gave Dungeon Masters everything they needed to run a D&D game campaign. It is intended as a companion book to the Player's Handbook, which contains all of the basic r

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5e Dungeon Master Tables

Dungeon Mastering (as well as some of the finer points) in order to help you improve your own efforts. Take heed, and always endeavor to make the game the best it can be — and all that it can be! Mike Carr TSR Games & Rules Editor 16 May 1979 2

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