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Dungeon Master's Guide: Core Rulebook II v. 3.5 (Dungeons & Dragons d20 System) by Wizards Team | Jul 1, 2003. 4.6 out of 5 stars 196. Hardcover Premium Dungeons & Dragons 3.5 Dungeon Master's Guide with Errata. by Wizards RPG Team | Sep 18, 2012. 4.8 out of 5 ...

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The Dungeon Master's Guide provides the inspiration and guidance you need to spark your imagination and create worlds of adventure for your players to explore and enjoy.. Inside you'll find world-building advice, tips and tricks for creating memorable dungeons and adventures, optional game rules, hundreds of classic D&D magic items, and many other tools to help you be a great Dungeon Master.

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The 3rd edition D&D Dungeon Master's Guide was published in 2000. Monte Cook, Jonathan Tweet, and Skip Williams all contributed to the 3rd edition Player's Handbook, Dungeon Master's Guide, and Monster Manual, and then each designer wrote one of the books based on those contributions. Cook is credited with the book's design.

Dungeon Master's Guide - Wikipedia

Dungeon Master's Guide: Core Rulebook II (3rd edition) by Monte Cook: TSR 11551: Monster Manual: Core Rulebook III (3rd edition) by Monte Cook: TSR 11552: The Sunless Citadel by Bruce R. Cordell: TSR 11640: Dungeons & Dragons Adventure Game by Jonathan Tweet: TSR 11641: The Forge of Fury by Richard Baker: TSR 11644: Hero Builder's Guidebook by ...

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The Dungeon Master's Guide 3rd editionis the original Dungeon Master's Guide for the 3rd edition of the Advanced Dungeons & Dragons game. It was replaced in 2003 by the Dungeon Master's Guide 3.5, when the rules were advanced from 3rd edition to 3.5 edition.

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