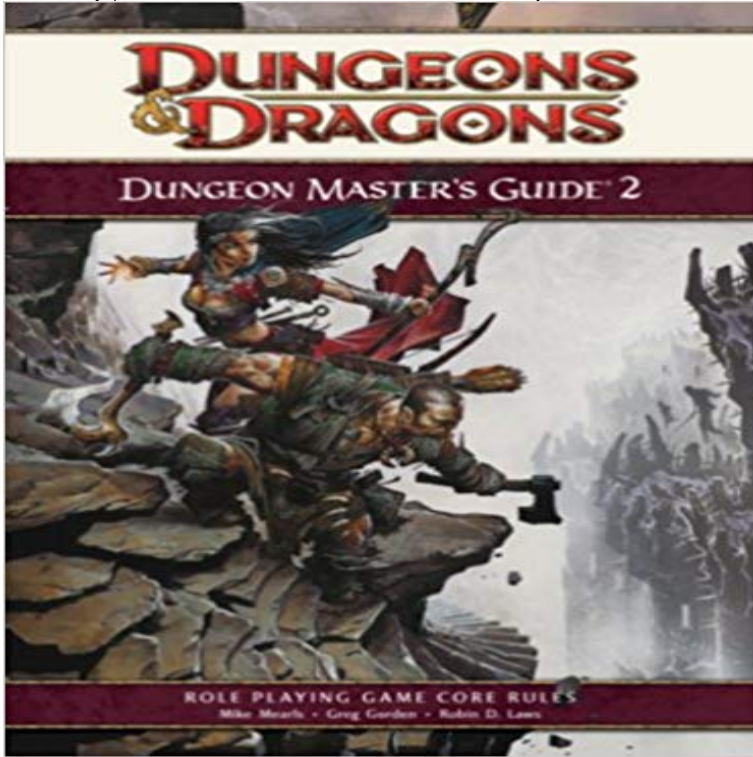


Dungeons Masters Guide 2 (4th Edition D&D)



A source of inspiration for Dungeon Masters of any level. This core rulebook for the Dungeons & Dragons Roleplaying Game features advice and rules for Dungeon Masters of all levels of experience, with a particular focus on running adventures and campaigns in the paragon tier (levels 11-20). It includes advanced encounter-building tools (including traps and skill challenges), storytelling tips to bring your game to life, new monster frameworks to help you craft the perfect villain, example campaign arcs, a comprehensive look at skill challenges, and a detailed home base for paragon-tier adventurers: the interplanar city of Sigil.

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