



Dungeon Master's Guide II (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement)

Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws

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A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time.

The *Dungeon Master's Guide II* builds upon existing materials in the *Dungeon Master's Guide*. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town.

JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include *Complete Adventurer*[™], *Races of Stone*[™], and *Unearthed Arcana*[™].

DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring *Complete Divine*[™] and co-authoring *Races of Stone* and *Unearthed Arcana*.

CHRIS THOMASSON previously served as Editor-in-Chief of *Dungeon*[®] Magazine. His design credits include *Fiend Folio*[™] and *Monster Manual*[™] *III*, as well as *Bow and Blade* for Green Ronin Publishing.

JAMES JACOBS is the associate editor of *Dungeon*[®] Magazine and has published numerous articles in *Dragon*[®] Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring *The Book of Aberrations*, *Races of Faerûn*[™], and *Frostburn*[™].

ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games *Feng Shui*, *Heroquest*, and *Dying Earth*, along with, *Robin's Laws of Good Gamemastering*.

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