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› Dungeon Masters Guide (Advanced Dungeons and Dragons) - Instruction Manual

**TSR Games 0935696024**

# Dungeon Masters Guide (Advanced Dungeons and Dragons)

Official Instruction Manual

## 1. INTRODUCTION

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This guide serves as a comprehensive reference work for Advanced Dungeons & Dragons game referees. It compiles essential information for running campaigns, including combat tables, monster lists, treasure and magic descriptions, and guidelines for generating game environments.

The Dungeon Masters Guide is designed to assist the Dungeon Master (DM) in creating immersive and challenging adventures for players. It provides the foundational rules and creative prompts necessary to facilitate engaging gameplay.

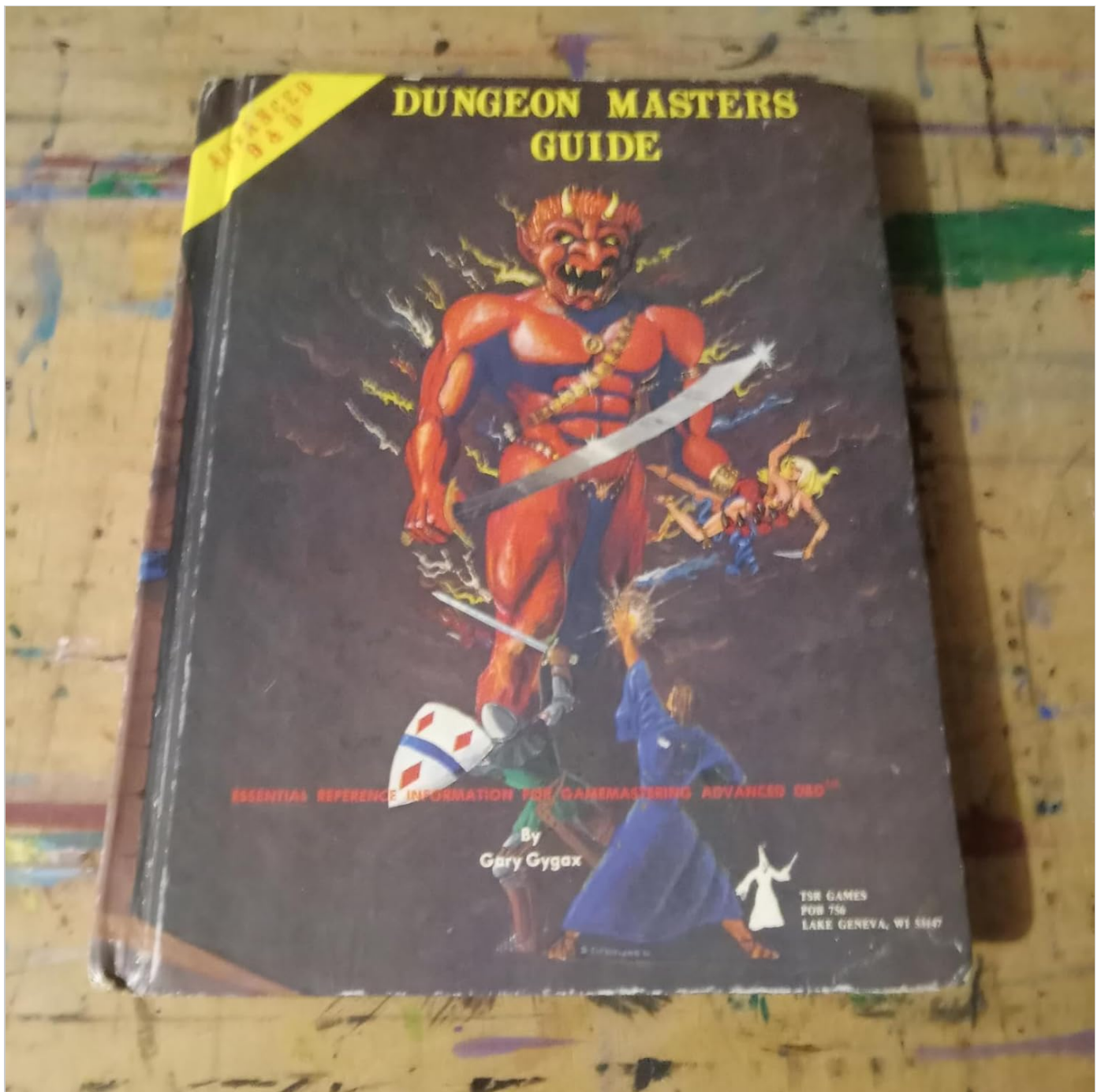


Figure 1.1: Front cover of the Dungeon Masters Guide. This image displays the primary artwork of the book, featuring a central demonic figure, adventurers, and the title.

## 2. CORE CONCEPTS FOR THE DUNGEON MASTER

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The role of the Dungeon Master is central to the Advanced Dungeons & Dragons experience. This section outlines the fundamental responsibilities and principles for effective gamemastering.

### 2.1. The DM's Role

The Dungeon Master acts as the narrator, referee, and administrator of the game. This involves interpreting rules, adjudicating player actions, portraying non-player characters (NPCs), and describing the game world. The DM is encouraged to use the material as a foundation for their own creativity.

# ADVANCED DUNGEONS & DRAGONS™



SPECIAL REFERENCE WORK

## DUNGEON MASTERS GUIDE

A COMPILED VOLUME OF INFORMATION PRIMARILY USED BY  
**ADVANCED DUNGEONS & DRAGONS™** GAME REFEREES, INCLUDING:  
COMBAT TABLES; MONSTER LISTS AND ENCOUNTERS; TREASURE  
AND MAGIC TABLES AND DESCRIPTIONS; RANDOM DUNGEON  
GENERATION; RANDOM WILDERNESS TERRAIN GENERATION;  
SUGGESTIONS ON GAMEMASTERING; AND MORE.

By Gary Gygax

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Figure 2.1: Title page of the Dungeon Masters Guide. This page confirms the book's title and series, featuring a unicorn illustration.

## 2.2. Flexibility and Adaptation

While the guide provides extensive rules and tables, the DM is empowered to make rulings and adaptations as needed to ensure a fun and engaging game. The rules are guidelines, not absolute laws, allowing for dynamic storytelling and problem-solving.

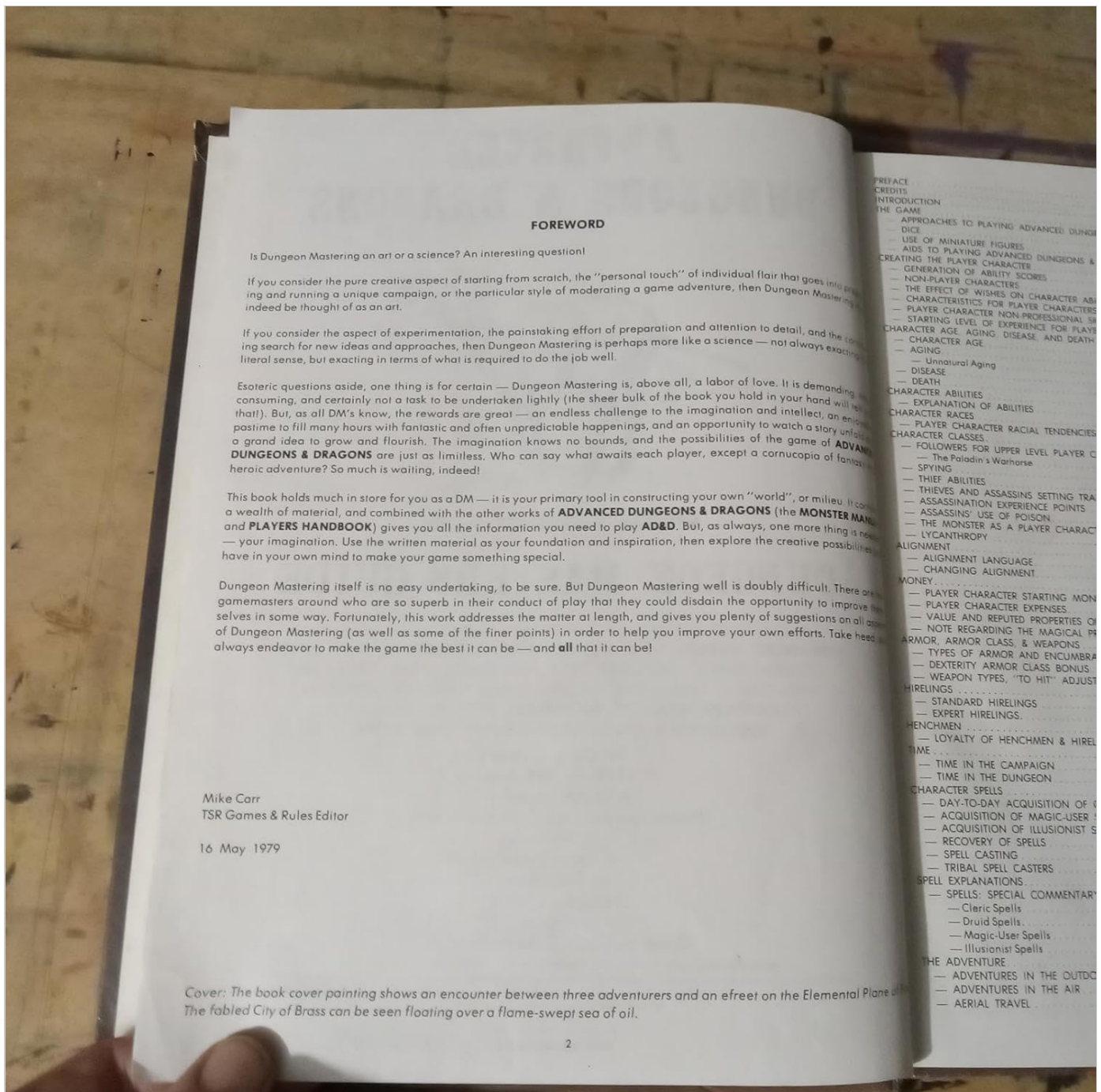


Figure 2.2: Foreword page. This section emphasizes the creative and interpretive nature of the Dungeon Master's role, encouraging flexibility in applying rules.

### 3. GAME MECHANICS

This section details the various mechanical aspects of the game, providing the DM with the necessary tables and rules for combat, magic, and treasure distribution.

#### 3.1. Combat Tables

The guide includes comprehensive combat tables to determine outcomes of attacks, damage, and other combat-related actions. These tables are crucial for fair and consistent adjudication of battles.

#### 3.2. Treasure and Magic

Detailed tables and descriptions are provided for generating and distributing treasure, including gold, gems, and magical items. This ensures variety and balance in rewards for player characters.

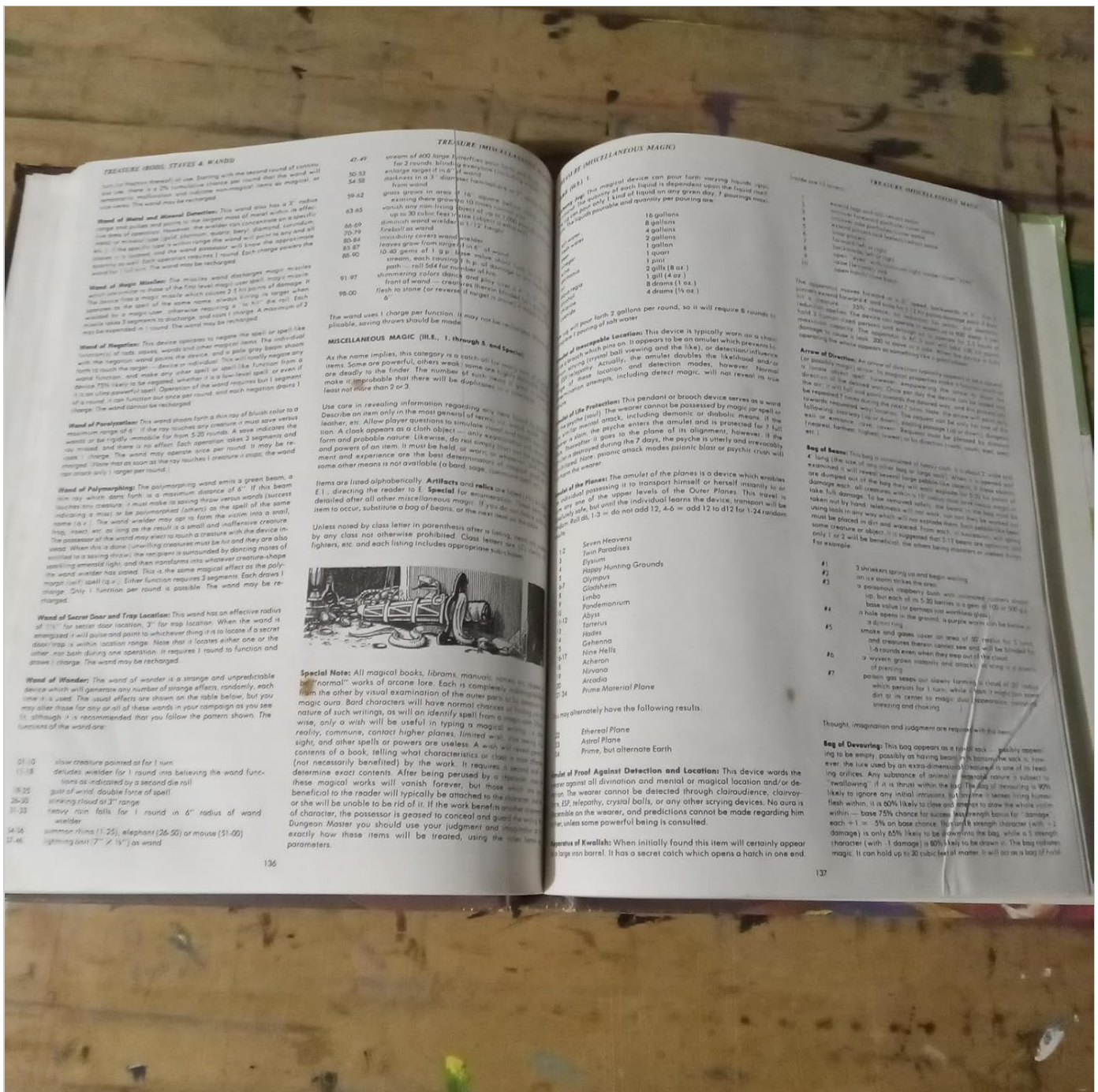


Figure 3.1: Treasure and Magic Tables. This image displays a typical page from the guide, featuring various tables and text descriptions for magical items and treasure generation.

## 4. WORLD BUILDING AND ENVIRONMENT GENERATION

The Dungeon Masters Guide offers tools and suggestions for creating diverse and engaging game environments, from intricate dungeons to expansive wildernesses.

### 4.1. Random Dungeon Generation

Guidelines and tables are provided to assist DMs in randomly generating dungeon layouts, including rooms, corridors, traps, and encounters. This allows for spontaneous adventure creation.

### 4.2. Random Wilderness Terrain Generation

Similar to dungeons, the guide includes methods for generating varied wilderness terrains, such as forests, mountains, and plains, complete with random encounters and geographical features.

## 5. GAMEMASTERING TECHNIQUES

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Beyond rules, this section provides invaluable advice on the art of gamemastering, focusing on narrative, player engagement, and maintaining game flow.

### 5.1. Suggestions on Gamemastering

The guide offers insights into effective storytelling, managing player expectations, handling difficult situations, and fostering a fun and collaborative gaming experience.

### 5.2. Maintaining Immersion

Tips are given on how to describe environments, portray characters, and build suspense to keep players immersed in the fantasy world.

## 6. SPECIFICATIONS

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Attribute	Detail
Title	Dungeon Masters Guide (Advanced Dungeons and Dragons)
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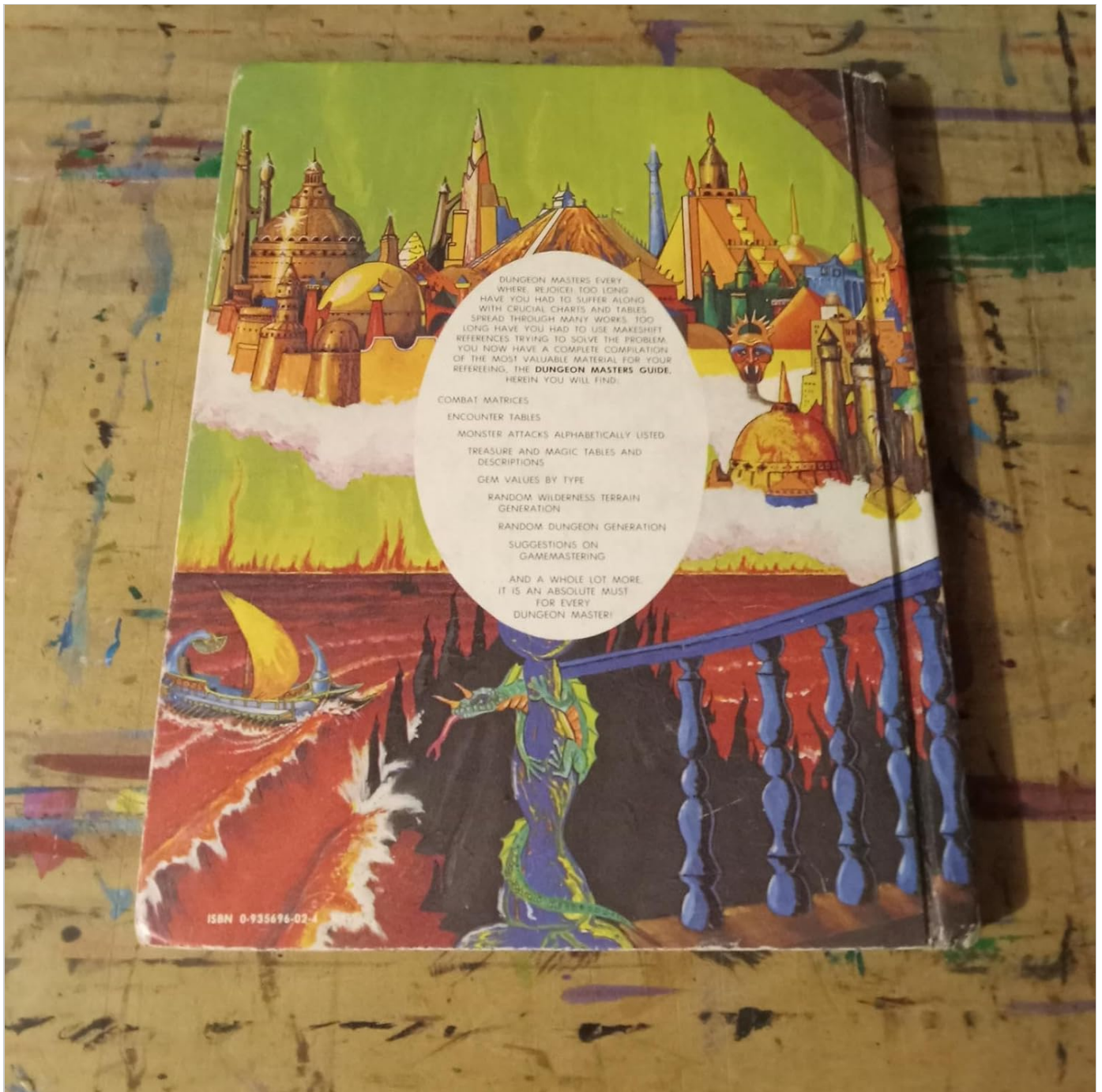


Figure 6.1: Back cover of the Dungeon Masters Guide. This image provides a visual summary of the book's contents and artwork.

## 7. WARRANTY AND SUPPORT

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As this product is a published book, standard warranties for electronic devices or complex machinery do not apply. For inquiries regarding the content or publication, please refer to the publisher, TSR Games. For general information about Advanced Dungeons & Dragons, please consult official D&D resources and communities.

