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Dungeon Master's Guide

Shows the reader how to be a Dungeon Master.

Special Edition Dungeon Master's Guide

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

Dungeons and Dragons and Philosophy *Open Court*

This volume will convince readers that the swift ascent of the tabletop role-playing game Dungeons and Dragons to worldwide popularity in the 1970s and 1980s is “the most exciting event in popular culture since the invention of the motion picture.” Dungeons and Dragons and Philosophy presents twenty-one chapters by different writers, all D&D aficionados but with starkly different insights and points of view. It will be appreciated by thoughtful fans of the game, including both those in their thirties, forties, and fifties who have rediscovered the pastime they loved as teenagers and the new teenage and college-student D&D players who have grown up with gaming via computer and console games and are now turning to D&D as a richer, fuller gaming experience. The book is divided into three parts. The first, “Heroic Tier: The Ethical Dungeon-Crawler,” explores what D&D has to teach us about ethics and about how results from the philosophical study of morality can enrich and transform the game itself. Authors argue that it's okay to play evil characters, criticize the traditional and new systems of moral alignment, and (from the perspective of those who love the game) tackle head-on the recurring worries about whether the game has problems with gender and racial stereotypes. Readers of Dungeons and Dragons and Philosophy will become better players, better thinkers, better dungeon-masters, and better people. Part II, “Paragon Tier: Planes of Existence,” arouses a new sense of wonder about both the real world and the collaborative world game players create. Authors look at such metaphysical questions as what separates magic from science, how we express the inexpressible through collaborative storytelling, and what the objects that populate Dungeons and Dragons worlds can teach us about the equally fantastic objects that surround us in the real world. The third part, “Epic Tier: Leveling Up,” is at the crossroads of philosophy and the exciting new field of Game Studies. The writers investigate what makes a game a game, whether D&D players are artists producing works of art, whether D&D (as one of its

inventors claimed) could operate entirely without rules, how we can overcome the philosophical divide between game and story, and what types of minds take part in D&D.

Dungeon Master's Guide

Offers tips, advice, and strategies for mastering the game, Dungeons and Dragons.

Dungeons & Dragons Spellbook Cards: Volo's Guide to Monsters (Monster Cards, D&D Accessory) Wizards of the Coast

The perfect tool to help Dungeon Masters manage their monsters during play. These 81 durable, laminated cards represent a range of deadly beasts from the Dungeons & Dragons supplemental book, Volo's Guide to Monsters, complete with stats and illustrations. From the Banderhobb's stealth bonus to the Yuan-ti pit master's cantrips, monster cards let DMs select, organize, and access the information they need to help keep encounters running smoothly, without flipping through the books. • Color illustrations bring battles to life without revealing the monster's rules text • An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay • An invaluable resource for EVERY Dungeon Master

Tabletop Role-Playing Games and the Experience of Imagined Worlds Springer Nature

In 1974, the release of Dungeons & Dragons forever changed the way that we experience imagined worlds. No longer limited to simply reading books or watching movies, gamers came together to collaboratively and interactively build and explore new realms. Based on four years of interviews and game recordings from locations spanning the United States, this book offers a journey that explores how role-playing games use a combination of free-form imagination and tightly constrained rules to experience those realms. By developing our understanding of the fantastic worlds of role-playing games, this book also offers insight into how humans come together and collaboratively imagine the world around us.

Pathfinder Gamemastery Guide (P2)

Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page Pathfinder Second Edition rulebook contains a wealth of new information, tools, and rules systems to add to your game. Inside you will find handy advice for building your own adventures, designing towns, and creating vibrant characters alongside rules systems for dramatic chases, thrilling tournaments, and deadly duels. This book also includes more 40 pages of sample nonplayer characters, from the simple town guard to the vile cultist, presented to make your job as GM that much easier! The Pathfinder Gamemastery Guide includes: * Rules, advice, and guidelines to build adventures, campaigns, and the denizens and treasures that lurk within, from settlements to nations to infinite planes! * Creative variant rules to customize the rules to make the game your own, including variant bonus, feat, and magic item progressions, characters gaining the power of multiple classes at once, and more! * All sorts of new and variant magic items including intelligent items, cursed items, artifacts, quirks you can add to items, and a brand new type of item called a relic that scales with your character! * A catalog of subsystems to handle

unique situations, from thrilling chases to researching mysteries to vehicle combat to elaborate duels to sandbox-style "hexploration" and more! Plus, a universal victory point system to help you design your own subsystems! * More than 60 new NPCs to use in your game, designed for maximum usefulness to all Pathfinder campaigns!

Religions in Play Theologischer Verlag Zürich

Often dismissed as "not serious", the notion of play has nevertheless been at the centre of classical theories of religion and ritual (Huizinga, Caillois, Turner, Staal, etc.). What can be retained of those theories for the contemporary study of religions? Can a study of "play" or "game" bring new perspectives for the study of religions? The book deals with the history of games and their relation to religions, the links between divination and games, the relations between sport and ritual, the pedagogical functions of games in religious education, and the interaction between games, media and religions. Richly illustrated, the book contributes to the study of religions, to ritual, game and media studies, and addresses an academic as well as a general public. Philippe Bornet, Dr. Phil., born in 1977, is Lecturer in the Study of Religion at the Faculty of Lettres of the University of Lausanne, with focus on the history of interrelations between India and Europe. Maya Burger is Professor of Indian Studies and History of Religions at the Faculty of Arts of the University of Lausanne, Department of South Asian Languages and Civilizations.

The Game Master's Book of Non-Player Characters Media Lab Books

From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn't anticipate. Or, just as often, an adventure won't have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to "fill in the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar.

The Ultimate RPG Game Master's Worldbuilding Guide Simon and Schuster

Level up your Game Master skills with these fun, interactive prompts and activities to help your worldbuilding from RPG expert James D'Amato. Make your next campaign truly unique with the help of this interactive guide to world building! From RPG expert James D'Amato comes a fun new guide that teaches beginner and experienced gamers alike how to build and create their own game elements for customizing existing adventures or creating new stories from scratch. The Ultimate RPG Game Master's Worldbuilding Guide includes dozens of activities for a wide range of genres from fantasy and sci-fi to horror and x-punk. This lively and interactive book helps Game Masters

create dynamic destinations, powerful items, shadowy organizations, compelling villains, and more. Make the most of your gaming experience with these unique and personalized ideas for your gaming group's next adventures!

Dungeon Master's Guide II

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 Faerun*, 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*.

Dungeon Master For Dummies *John Wiley & Sons*

Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures, and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The *Dungeon Adventure*, The *Wilderness Adventure*. The *Event-Based* adventure (including how to use flowcharts and timelines), The *Randomly Generated Adventure*, and the *High-Level* adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, *Dungeon Master For Dummies* includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular *Dungeons and Dragons For Dummies*. Bill has been a game designer since 1986 and leads the D&D creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller *Condemnation*. They give you the scoop on: Using a DM binder to

keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector Using miniatures, maps, and other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, *The Necromancer's Apprentice*, that's the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnomish warriors to be annihilated, wargs to be wiped out, treasures to be discovered, worlds to be conquered....

Dungeons & Dragons Player's Handbook

Endless adventure and untold excitement await! Prepare to venture forth with your bold companions into a world of heroic fantasy. Within these pages, you'll discover all the tools and options you need to create characters worthy of song and legend for the *Dungeons & Dragons* roleplaying game. The revised *Player's Handbook* is the definitive rulebook for the *Dungeons & Dragons* game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game. The revised *Player's Handbook* received revisions to character classes to make them more balanced, including updates to the bard, druid, monk, paladin, and ranger. Spell lists for characters have been revised and some spell levels adjusted. Skills have been consolidated somewhat and clarified. A larger number of feats have been added to give even more options for character customization in this area. In addition, the new and revised content instructs players on how to take full advantage of the tie-in D&D miniatures line planned to release in the fall of 2003 from Wizards of the Coast, Inc.

Dungeon Master's Guide

Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game.

The Legacy of Heroes: A Fantasy Role-Playing Game; Game Master's Guide *Lulu.com*

The Civilized Guide to Tabletop Gaming *Simon and Schuster*

Don't Be a Beardy Gamer "A very funny and useful read on its own, but it also makes a great gift for that sore loser in your life." --The New York Times "An indispensable, laugh-out-loud guide to the pitfalls and pleasures of gaming." ~Graham McNeill, *Warhammer Fantasy* and *Warhammer 40,000* novels author; former Games Workshop designer "For anyone looking to be a part of one of the greatest communities in the world!" ~Brittanie Boe, editor of *GameWire* "A warm, insightful guide for exploring one of geek culture's oldest realms." ~Aaron Dembski-Bowden, author of New York Times bestselling book *The Horus Heresy: The First Heretic* Whether you're new to the world of tabletop games or a veteran gamer, *The Civilized Guide to Tabletop Gaming* is your go-to game-night etiquette guide. Expert gamer Teri Litorco, of the gaming site *Geek and Sundry*, helps you to

get along as you play and make the most out of your time with your gamer group. Packed with insider advice and etiquette tips, this essential guide includes advice on everything from sharing crib sheets and meeples to avoiding drama and poor sportsmanship at the game table. With 100 gaming etiquette rules, *The Civilized Guide to Tabletop Gaming* provides you and your group with all you need for a fun and respectful game night--without rage-quitters, bad losers, terrible winners, and Incredible Sulks!

The Ultimate RPG Guide Boxed Set *Simon and Schuster*

A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

Dungeon Master For Dummies *John Wiley & Sons*

If you're a Dungeons & Dragons fan, you've surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have *Dungeon Master 4th Edition For Dummies* tucked into your bag of tricks! From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, creators of the game, it shows you how to: Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official *Dungeon Master's Guide* Develop a campaign with exciting themes, memorable villains, and plots that keep players entranced If you're getting the urge to lead the charge in a D&D game of your own, *Dungeon Master 4th Edition For Dummies* will introduce you to the DM's many jobs. With the information you need to start your own game, craft exciting stories, and set up epic adventures, you'll be on your way!

The Evolution of Fantasy Role-Playing Games *McFarland*

Tracing the evolution of fantasy gaming from its origins in tabletop war and collectible card games to contemporary web-based live action and massive multi-player games, this book examines the archetypes and concepts within the fantasy gaming genre alongside the roles and functions of the game players themselves. Other topics include: how *The Hobbit* and *The Lord of the Rings* helped shape fantasy gaming through Tolkien's obsessive attention to detail and virtual world building; the community-based fellowship embraced by players of both play-by-post and persistent browser-based games, despite the fact that these games are fundamentally solo experiences; the origins of gamebooks and interactive fiction; and the evolution of online gaming in terms of technological capabilities, media richness, narrative structure, coding authority, and participant roles.

Dungeons and Dragons Player's Strategy Guide

In addition to character-optimization tips and player advice for Dungeons & Dragons fans, an entertaining strategy guide also includes engaging sidebar essays written by celebrity gamers and a

distinctive comic-art style.

Analog Game Studies: Volume IV *Lulu.com*

The Creation of Narrative in Tabletop Role-Playing Games *McFarland*

Despite the rise of computer gaming, millions of adults still play face to face role playing games, which rely in part on social interaction to create stories. This work explores tabletop role playing game (TRPG) as a genre separate from computer role playing games. The relationship of TRPGs to other games is examined, as well as the interaction among the tabletop module, computer game, and novel versions of Dungeons & Dragons. Given particular attention are the narrative and linguistic structures of the gaming session, and the ways that players and gamemasters work together to construct narratives. The text also explores wider cultural influences that surround tabletop gamers.

Dungeon Master Guide for the AD&D Game

This companion volume to the *Player's Handbook* is designed especially for the Dungeon Master. It features information on creating and running fantasy adventures and campaigns using the AD&D game system. Presented in full-color.

Dungeons & Dragons For Dummies *John Wiley & Sons*

Caught in traffic. Trapped in a cubicle. Stuck in a rut. Tangled up in red tape. In the real world, sometimes you feel powerless—but not in Dungeons & Dragons (D & D). In this fantasy-adventure, you have all kinds of special powers. You can slay the evil dragon, overcome the orc or the ogre, haunt the werewolf, and triumph over sinister trolls. You venture into strange realms, encounter strange creatures, and use magical powers. Your character grows and develops with every adventure. With this guide, you can learn the ins and outs of D & D and start playing right away. *Dungeons & Dragons For Dummies* gives beginners the basics of the complex game and helps experienced players fine-tune their roleplaying. It guides you through: Creating your character (a powerful fighter, a sneaky rogue, a crafty sorcerer, or a charismatic cleric), and character advancement The races: humans, dwarves, elves, and halflings The types of character actions: attack rolls, skill check, and ability checks The 6 abilities: strength, dexterity, constitution, intelligence, wisdom, charisma Feat requirements and types Playing the game, including moving in combat, attacking with a weapon (melee attacks or ranged attacks), and damage and dying Picking skills, armor, weapons, and gear Choosing spells if your character is a sorcerer or domains for a cleric Building encounter or combat strategies and using advanced tactics Maximizing your character's power with the acquisition of the right magic items: armor, weapons, potion, scroll, ring, wand, staff, rod, plus wondrous items D & D game etiquette Becoming a Dungeon Master There's even a sample play session that walks you through typical play, gets you comfortable using the battle grid and character markers, lets you test player characters against each other and against monsters, and shows you how to add story elements to create an adventure. Produced in partnership with Wizards of the Coast, written by D & D game designers, and complete with a battle

grid, a sample dungeon map, and a glossary, this guide arms you with the knowledge to create and equip a character and empowers you to enter the captivating, fascinating world of D & D.

Dungeons & Dragons Dungeon Master's Guide

Weave exciting tales of heroism filled with magic and monsters. Within these pages, you'll discover the tools and options you need to create detailed worlds and dynamic adventures for your players to experience in the Dungeons & Dragons roleplaying game. The revised Dungeon Master's Guide is an essential rulebook for Dungeon Masters of the D&D game. The Dungeon Master's Guide has been reorganized to be more user friendly. It features information on running a D&D game, adjudicating play, writing adventures, nonplayer characters (including nonplayer character classes), running a campaign, characters, magic items (including intelligent and cursed items, and artifacts), and a dictionary of special abilities and conditions. Changes have been made to the item creation rules and pricing, and prestige classes new to the Dungeon Master's Guide are included (over 10 prestige classes). The revision includes expanded advice on how to run a campaign and instructs players on how to take full advantage of the tie-in D&D miniatures line.

The Game Master's Book of Random Encounters *Media Lab Books*

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can

weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

CASTLE OLDSKULL Gaming Supplement ~ the Classic Dungeon Design Guide ~ Illustrated Second Edition

Deep dwarven cities of the underworld, Infested by conquering orcs, Enslaved by demons of skull and pyre ... Black labyrinths of mad demigods, Proving grounds for daring adventurers And graveyards for greedy fools ... Twisting passages, all alike, Where lurking trolls and shadow beasts Guard the deepest riddles of the nether ... If you have ever wanted to know how to quickly and masterfully create your own mega-dungeon for your pen-and-paper Fantasy Role-Playing Game (PNP FRPG) campaigns, this is the perfect book for you. This Game Master's guide will show you, step by step, how to take your vague-yet-promising ideas and how to sculpt them with precise and careful design decisions (enhanced, if you prefer, by random die rolls), allowing you to conceive an endless mega-dungeon in record time. Best of all, the CASTLE OLDSKULL CLASSIC DUNGEON DESIGN GUIDE is also system-neutral. No matter which of the many FRPGs you choose to play, from basic skill level to advanced, a first edition or a fifth or anything in between, the lessons you master here will serve you in your gaming for years to come. Learn how to make the most of your ever-dwindling prep time, so that you can spend those saved hours gaming with your friends! This old school Guide is filled to overflowing with over 200 pages of design material and dungeon generation tables. Highlights include: Hack and slash and beyond. 39 adventure scenarios, with 20 diabolical twists, totaling 780 great ideas for your next campaign. A myriad of options. Over 10,000 unusual benefactors ("quest givers"), unusual wilderness encounters your players will never forget, and extensive rumor and dungeon history generation systems. Every endless labyrinth ever, under one cover. Extensive details on realistic underworlds, hundreds of dungeon dressing ideas, over 10,000 room types, and much more. The imagined made real. A complete second book is included herein as a detailed example of dungeon design, featuring many pages of specific examples. The Goblin Head campaign environment supplement reveals exactly how a 13-level mega-dungeon can be conceived in a matter of hours. The CLASSIC DUNGEON DESIGN GUIDE is brought to you by Kent David Kelly of Wonderland Imprints, a role-player and Game Master with over 35 years of play experience. Best of all, if there are any other materials you would like to see relating to dungeon design, feel free to contact the author. Many more CASTLE OLDSKULL supplements are being prepared specifically to support the players, initiates and Game Masters of the Old School Revival (OSR). This Guide is your gateway to the realms of sword and sorcery. Join us for the adventure! (A complete reference work designed to supplement existing pen-and-paper Fantasy Role-Playing Games. 12 chapters, over 100 section topics; organized via a fully ordered table of contents. Just one of the proud creations available now from Wonderland Imprints -- Only the Finest Works of Fantasy.)

Darkvision *Wizards of the Coast*

Exile of the Hidden City. Adept of forgotten mysteries. Sorceress of the Celestial Nadir. Haunted by nightmares and driven by desire, Ususi defied the will of her people and ran away, venturing alone into the outside world her people abandoned centuries ago. Now Ususi tracks down the relics that brought both prosperity and doom to her people. But when an old adversary finds her trail, she discovers the danger she thought past might only be beginning. From the Paperback edition.

The Fantasy Role-Playing Game *McFarland*

Many of today's hottest selling games—both non-electronic and electronic—focus on such elements as shooting up as many bad guys as one can (Duke Nuk'em), beating the toughest level (Mortal Kombat), collecting all the cards (Pokémon), and scoring the most points (Tetris). Fantasy role-playing games (Dungeons & Dragons, Rolemaster, GURPS), while they may involve some of those aforementioned elements, rarely focus on them. Instead, playing a fantasy role-playing game is much like acting out a scene from a play, movie or book, only without a predefined script. Players take on such roles as wise wizards, noble knights, roguish sellswords, crafty hobbits, greedy dwarves, and anything else one can imagine and the referee allows. The players don't exactly compete; instead, they interact with each other and with the fantasy setting. The game is played orally with no game board, and although the referee usually has a storyline planned for a game, much of the action is impromptu. Performance is a major part of role-playing, and role-playing games as a performing art is the subject of this book, which attempts to introduce an appreciation for the performance aesthetics of such games. The author provides the framework for a critical model useful in understanding the art—especially in terms of aesthetics—of role-playing games. The book also serves as a contribution to the beginnings of a body of criticism, theory, and aesthetics analysis of a mostly unrecognized and newly developing art form. There are four parts: the cultural structure, the extent to which the game relates to outside cultural elements; the formal structure, or the rules of the game; the social structure, which encompasses the degree and quality of social interaction among players; and the aesthetic structure, concerned with the emergence of role-playing as an art form.

The Role-Playing Society *McFarland*

Since the release of Dungeons & Dragons in 1974, role-playing games (RPGs) have spawned a vibrant industry and subculture whose characteristics and player experiences have been well explored. Yet little attention has been devoted to the ways RPGs have shaped society at large over the last four decades. Role-playing games influenced video game design, have been widely represented in film, television and other media, and have made their mark on education, social media, corporate training and the military. This collection of new essays illustrates the broad appeal and impact of RPGs. Topics range from a critical reexamination of the Satanic Panic of the 1980s, to the growing significance of RPGs in education, to the potential for "serious" RPGs to provoke awareness and social change. The contributors discuss the myriad subtle (and not-so-subtle) ways in which the values, concepts and mechanics of RPGs have infiltrated popular culture.

Feminist War Games? *Routledge*

Feminist War Games? explores the critical intersections and collisions between feminist values and perceptions of war, by asking whether feminist values can be asserted as interventional approaches to the design, play, and analysis of games that focus on armed conflict and economies of violence. Focusing on the ways that games, both digital and table-top, can function as narratives, arguments, methods, and instruments of research, the volume demonstrates the impact of computing technologies on our perceptions, ideologies, and actions. Exploring the compatibility between feminist values and systems of war through games is a unique way to pose destabilizing questions, solutions, and approaches; to prototype alternative narratives; and to challenge current idealizations and assumptions. Positing that feminist values can be asserted as a critical method of design, as an ideological design influence, and as a lens that determines how designers and players interact with and within arenas of war, the book addresses the persistence and brutality of war and issues surrounding violence in games, whilst also considering the place and purpose of video games in our cultural moment. Feminist War Games? is a timely volume that questions the often-toxic nature of online and gaming cultures. As such, the book will appeal to a broad variety of disciplinary interests, including sociology, education, psychology, literature, history, politics, game studies, digital humanities, media and cultural studies, and gender studies, as well as those interested in playing, or designing, socially engaged games.

Game Wizards *MIT Press*

The story of the arcane table-top game that became a pop culture phenomenon and the long-running legal battle waged by its cocreators. When Dungeons & Dragons was first released to a small hobby community, it hardly seemed destined for mainstream success--and yet this arcane tabletop role-playing game became an unlikely pop culture phenomenon. In Game Wizards, Jon Peterson chronicles the rise of Dungeons & Dragons from hobbyist pastime to mass market sensation, from the initial collaboration to the later feud of its creators, Gary Gygax and Dave Arneson. As the game's fiftieth anniversary approaches, Peterson--a noted authority on role-playing games--explains how D&D and its creators navigated their successes, setbacks, and controversies. Peterson describes Gygax and Arneson's first meeting and their work toward the 1974 release of the game; the founding of TSR and its growth as a company; and Arneson's acrimonious departure and subsequent challenges to TSR. He recounts the "Satanic Panic" accusations that D&D was sacrilegious and dangerous, and how they made the game famous. And he chronicles TSR's reckless expansion and near-fatal corporate infighting, which culminated with the company in debt and overextended and the end of Gygax's losing battle to retain control over TSR and D&D. With Game Wizards, Peterson restores historical particulars long obscured by competing narratives spun by the one-time partners. That record amply demonstrates how the turbulent experience of creating something as momentous as Dungeons & Dragons can make people remember things a bit differently from the way they actually happened.

A Worldbuilder's Guide to Magic *McFarland*

Constructing a functional system of magic that helps readers suspend disbelief is a crucial part of

worldbuilding in the fantasy genres. Yet creating a believable, compelling and original fictional universe can be daunting. To help inspire writers, this guide provides an overview of how magic has been understood in history and used in myth, legend and modern fiction. Different forms of magic are explored and a broad range of stories--from Nordic myths to modern novels--are described and referenced. Discussion explores how magic as a concept shapes, and is shaped by, fictional worlds and societies.

Advanced Dungeons & Dragons, Players Handbook

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Revisiting Imaginary Worlds *Taylor & Francis*

The concept of world and the practice of world creation have been with us since antiquity, but they are now achieving unequalled prominence. In this timely anthology of subcreation studies, an international roster of contributors come together to examine the rise and structure of worlds, the practice of world-building, and the audience's reception of imaginary worlds. Including essays written by world-builders A.K. Dewdney and Alex McDowell and offering critical analyses of popular worlds such as those of Oz, The Lord of the Rings, Star Trek, Star Wars, Battlestar Galactica, and Minecraft, Revisiting Imaginary Worlds provides readers with a broad and interdisciplinary overview of the issues and concepts involved in imaginary worlds across media platforms.

The Elusive Shift *MIT Press*

How the early Dungeons & Dragons community grappled with the nature of role-playing games, theorizing a new game genre. When Dungeon & Dragons made its debut in the mid-1970s, followed shortly thereafter by other, similar tabletop games, it sparked a renaissance in game design and critical thinking about games. D&D is now popularly considered to be the first role-playing game. But in the original rules, the term "role-playing" is nowhere to be found; D&D was marketed as a war game. In The Elusive Shift, Jon Peterson describes how players and scholars in the D&D community began to apply the term to D&D and similar games--and by doing so, established a new genre of games.

Vintage Games *CRC Press*

Vintage Games explores the most influential videogames of all time, including Super Mario Bros., Grand Theft Auto III, Doom, The Sims and many more. Drawing on interviews as well as the authors' own lifelong experience with videogames, the book discusses each game's development,

predecessors, critical reception, and influence on the industry. It also features hundreds of full-color screenshots and images, including rare photos of game boxes and other materials. Vintage Games is the ideal book for game enthusiasts and professionals who desire a broader understanding of the history of videogames and their evolution from a niche to a global market.

Reverse Design *CRC Press*

The Reverse Design series looks at all of the design decisions that went into classic video games. This is the fifth installment in the Reverse Design series, looking at Final Fantasy VII. Written in a readable format, it is broken down into eight sections examining some of the most important topics to the game: How latter-day critics have misunderstood the artistic goals of Final Fantasy VII How RPG history began to diverge significantly after 1981, allowing for the creation of specialized RPGs like Rogue, Pokemon, and especially Final Fantasy VII How Final Fantasy VII does not abandon complexity in its systems, but simply moves that complexity to the endgame to aid the narrative elements of the game

Good Reception *MIT Press*

A year in the life of a ninth-grade English class shows how participatory culture and mobile devices can transform learning in schools. Schools and school districts have one approach to innovation: buy more technology. In Good Reception, Antero Garcia describes what happens when educators build on the ways students already use technology outside of school to help them learn in the classroom. As a teacher in a public high school in South Central Los Angeles, Garcia watched his students' nearly universal adoption of mobile devices. Whether recent immigrants from Central America or teens who had spent their entire lives in Los Angeles, the majority of his students relied on mobile devices to connect with family and friends and to keep up with complex social networks. Garcia determined to discover how these devices and student predilection for gameplay, combined with an evolving "culture of participation," could be used in the classroom. Garcia charts a year in the life of his ninth-grade English class, first surveying mobile media use on campus and then documenting a year-long experiment in creating a "wireless critical pedagogy" by incorporating mobile media and games in classroom work. He describes the design and implementation of "Ask Anansi," an alternate reality game that allows students to conduct inquiry-based research around questions that interest them (including "Why is the food at South Central High School so bad?"). Garcia cautions that the transformative effect on education depends not on the glorification of devices but on teacher support and a trusting teacher-student relationship.

Fantasy Explosion