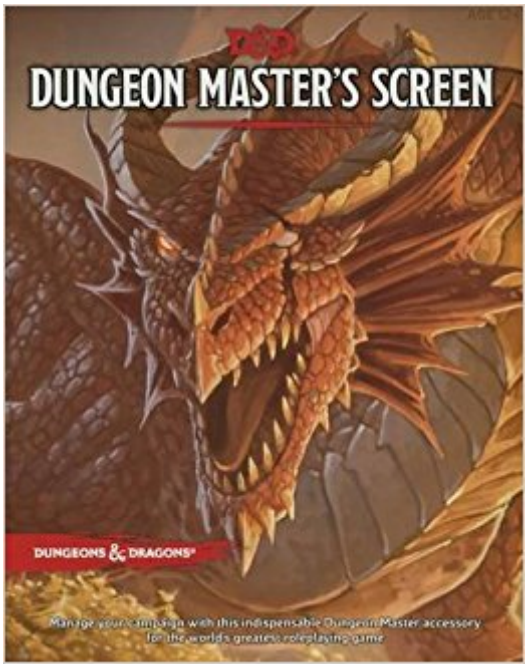
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D&D Dungeon Master's Screen (D&D Accessory)



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Synopsis

Manage your campaign with this indispensable Dungeon Masteraccessory for the world's greatest roleplaying gameThe outside of this screen features an epic scene illustrated by Craig Spearing,depicting the red dragon Thraxata the Flamefiend and her kobold minions confronting a party of intrepid adventurers. The group's ranger tries to finish the fight with a legendary arrow of dragon slaying meant specifically for this wyrm.This durable, four-panel Dungeon Master's Screen, lavishly adorned with illustrationsinside and out, will enchant and inspire players and Dungeon Masters alike. Thescreen's landscape orientation allows the Dungeon Master to easily see beyond thescreen and reach over it, even as it keeps die rolls and notes hidden from players.Tables on the inside provide essential support for the three pillars of play-combat,exploration, and interaction-to Dungeon Masters of all skill levels.Provides at-a-glance reference for the most relevant and often used in-game information such as conditions, a quick NPC characteristics generator, and a handy tool for setting the difficulty of skill checks.An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience.

Book Information

Series: D&D Accessory

Hardcover

Publisher: Wizards of the Coast; Deluxe edition (January 20, 2015)

Language: English

ISBN-10: 0786965630

ISBN-13: 978-0786965632

Product Dimensions: 8.5 x 0.3 x 10.8 inches

Shipping Weight: 12 ounces

Average Customer Review: 4.1 out of 5 stars 532 customer reviews

Best Sellers Rank: #51,345 in Books (See Top 100 in Books) #26 inÃ Â Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons #42 inÃ Â Books > Humor & Entertainment > Puzzles & Games > Reference #5847 inÃ Â Books > Teens

Customer Reviews

This thing is great. First off, nobody mentioned that this screen is laid out in LANDSCAPE orientation instead of portrait. This is fantastic for two reasons because it gives me more room behind the screen to spread out and it's easier to see over it to interact with the maps and PC markers, draw stuff on the fly, erase walls to reveal a found secret door, etc.Secondly, its 4 freaking

high quality hardback book covers stuck together. This ain’t your printed poster stock screens from 2nd edition, this is GLOSSY and thick. It makes me wonder if at $11 its a loss leader for WoTC.As a new DM, I’d say about 3/4 of the info is actually useful. A lot of these commenters complain about lack of usefull information, but I think they are being overly picky. You can never have all the information you need in one screen (everyone is different, plays different, runs different encounters), but this screen gets you at least 80% there. Based on a recommendation from one of the commenters, I added a photocopy of the weapons table, which is something that I use every game. Not for damage, but every game a question comes up on whether a weapon is finesse or versatile, weapon ranges, and even weapon weights, since we are all new to 5E.Its pretty obvious that the designers decided to go with a less cluttered view, and giving some attention to role playing with the NPC random generator panel. While I don’t think I would actually roll on those tables, they provide a great inspiration to me as a new DM. So many times players want to engage in negotiations with NPC’s and villians and then I am always asking myself "What IS this characters motivation?" Now I have a menu to chose from.Here is my setup: I use small binder clips to hold up the weapons table on one side, and have a small version of the dungeon map with room numbers on the other for use with a campaign module on the other, On a center flap I have spreadsheet of the players basic info: name, race, class, archetype, background, alignment, skill proficiency, AC, and HP. It helps me remember names, gets a picture of the character in my head, and track HP counters so I know how close everyone is to death. The most useful thing I have found is by putting the skills up there it reminds me to remind the players when they can use their skills in any given situation (i.e. you can roll Insight to see that he speaks the truth, or you can roll Arcana to remember an old tale you heard involving that type of monster).Anyway, get this beautiful and functional reference and piece of artwork, print yourself out a spreadsheet that works for YOU, and have fun with your friends.

This is not your father’s DM screen, one densely packed with charts like IRS filing instructions. Here the D&D crew takes a different tack with this product, instead offering us an archipelago of tables floating in impressionistic space, like a Monet or Gogan. It’s all part of the new paradigm to support the "three pillars of adventure", which sounds good on paper (huh, that’s kind of an odd phrase...) yet like mom’s inadequately seasoned home cooking, leaves one slightly unfulfilled.So, going left-to-right, the first panel is a bunch of tables for randomly rolling NPCs: mannerisms, habits and even names. Panel number two and half of number three are dedicated to conditions - this is lifted right out of the PHB, cartoons and all. This could have easily been just a half panel, even with large type. The remainder to the right is things one traditionally finds in a DM screen: encounter

distances, mechanical effects of different lighting, etc. Also a substantial part of panel four has tables for generating random dungeon trinkets. No standard weapon table (easily one of the best things to include in a DM screen, trust me) nor a lot of other tables that would have been useful. Well, there's always photocopies and paperclips, I suppose.Construction: Solid. Thick cardboard wrapped in that stuff the core books are covered with. Will easily survive until 6th Edition.

Every DM needs a good screen and while this will get the job done I wouldn't call it a good screen. The nice part is the artwork is top-notch but there are two issues I have with it.For me, the largest issue is there's a lot of space without a lot of useful information. I don't really need a NPC name generator but I'd love to have stats of all basic weapons. Maybe even skills and their complementary stats. The screen should save me a trip to the DM's guide but this one doesn't.Secondary to that, it's a bit short. It doesn't really prevent someone from looking over the screen at die rolls or notes.If you need a screen, this will work though it is probably more worth it to put some time and energy into building a screen with the info you want.

This is a sturdy and structurally well built DM screen. It provides a nice spread of cover with visually appealing art on the player's side of it.I will agree with many reviewers here that more tables and charts would have been desirable for the DM side and that the artwork on this side would have been expendable. I have supplemented mine with table/chart cut-outs that I find useful and that can be binder clipped in areas where there is art so that it doesn't cover up useful content already printed on the screen.I had researched creating my own from scratch with supplies from the arts & crafts store (heavy stock poster board and/or gator foam board, and whatnot) but for the price that I paid for this one it didn't seem worth it to make my own. This one is much more aesthetically pleasing than anything I could have made. With some minimal content alterations to the DM side of it, it is now a functional quick reference aid for me. If you are more crafty than I, then perhaps making your own from scratch would be worth your while.

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