



Dungeons and Dragons 4th Edition For Dummies

By Bill Slavicsek, Richard Baker

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Editorial Review

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Explore the fantasy world of D&D and delve into dungeons, slay monsters, and gain treasure!

If you've been thinking of playing D&D or you've played before and you want to get up to speed on the all-new 4th Edition, this is the book for you. Here's what you need to know to join the fantasy fun.

- D&D terminology — understand what ability check, modifier, saving throw, AC, gp, hp, and XP mean
- Roll the dice — add modifiers and see if you rolled the d20 high enough to beat the challenge
- Minding your manners — know D&D etiquette so you'll be welcome in any adventure
- Character building — select your character's race and class, and choose the best powers, skills, feats, and gear
- Roleplaying — give your character a background and personality quirks
- Combat — use combat rules, a battle grid, and miniatures to play out furious battles

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From the Back Cover

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About the Author

Bill Slavicsek is Director of Roleplaying and Miniatures Game Design at Wizards of the Coast. His game design credits include Torg, Alternity, D&D Eberron, and many others.

Richard Baker is a senior game designer on the Roleplaying R&D Team at WotC and author of eight Forgotten Realms novels.

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