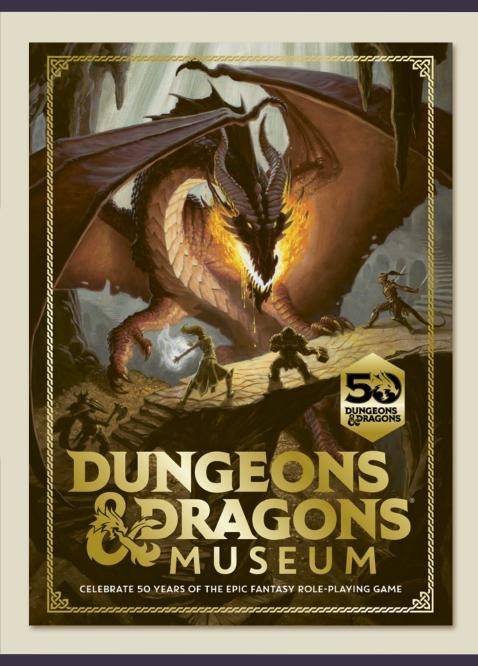
Dungeons & Dragons Museum



A deluxe visual history of DUNGEONS & DRAGONS.

- Publishing to coincide with the 50th anniversary of D&D.
- More than 50 million fans have played Dungeons & Dragons since its release in 1974.
- D&D has always had a strong and devoted core fan base, but thanks to the launch of the video game Baldur's Gate 3 and the movie Honour Among Thieves in 2023, a swathe of new casual fans are embracing D&D as well. The movie was also credited with making D&D more accessible to younger audiences.

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CITY SECRETS











KNOWLEDGE DOMAIN

FIRST EDITION

The First Edition of Duageous & Daycous combined all of the bright ideas and best mechanics from the rulesets of wargaming and its homebrewed variants – as well as narrative influences from other media – to create a paragon of excellence in the relatively new role-playing genre.

It included three different volumes; Men & Magic was used by players to create their characters and learn the basic mechanics of OD&D; Monsters & Treasure contained depictions of the creatures that inhabited the dungeons of the world, as well as the magical items and loot the/d drop; and The Underworld and Wildemess Adventures detailed how to design dungeons, deal with encounters and run campaigns.

Compared to the hefty volumes of rules options and possibilities that we know today OD&D was fairly limited. It contained just three character classes – fighting-man, magic-user and cleric – and only four race - human, elf, halfling and dwarf. However, the monsters numbered in the dozens, from kobolds and gnolls to six different deadly dragons.

Although role-playing as an individual was a feature in David Wesely's Brounstein and Dave Ameson's Blockmoor, it was a rare feature in a published ruleset. OD&D gave players the ability to choose their race and class, give themselves a fantastical name and even pick an alignment - lawful, neutral and chaotic - on which to base their character's actions. It was a level of escapism unmatched by any other game.

Another feature that was alien to wargaming enthusiasts, and most tabletop gamers, was the D20 - a 20-sided die, or icosahedron if you want to get technical. A 20-sided die allowed for more varied outcomes than a standard six-sided die. Gygax had borrowed this idea from the only game that he knew used a D20, Tractics, created by game developer Don Lowry, who started to produce icosahedrons for sale in North America. TSR gladly resold the dice for use in OD&D, and so the D20 was used to resolve everything from

OD&D sold around 4,000 copies in the first two calendar years. Its limited success may have been due to its reliance on previously published wargames. For instance, players were encouraged to use the combat system from Gygax's previous wargame Chainmail, even though it included a new combat system that would eventually evolve into the one that players know and love today. It also listed an entirely separate board game, Outsion Suninal - intended to control the exploration of the world - under equipment required to play Duvisions & Divisions, Nonetheless, sales for OD&D continued to grow and warranted the release of five supplements that built on the base set. These included Greyhouk and Blockmon, which were new rulesets based in Gygox and Ameson's respective campaigns. Each supplement sought to flesh out the thinner parts of the original set, adding classes like the druid, paladin and thief, as well as new spells and magical items. By the time the final supplement, Swords & Spelis, had released, a mighty oak had begun to sproot from the tiny acom that was the starter set. It was still a far cry from the scale of the game we know today - the Dunczons & Drucons phenomenon was just beginning to gather steam.

KEY TO PLATE



TRUE POLYMORPH

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Binding	Hardback
Age Range	Adult
Author	Hasbro
	International
	Inc.
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Freight On	22/08/2024
Board	
Rights Available	World

COUNTERSPELL