

# MAJOR CHANGES IN PLAYER'S RULES ... ACCORDING TO JIM

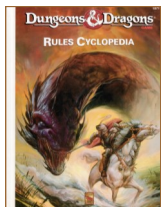
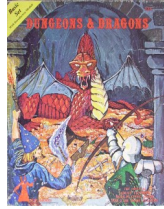
## D&D (Original D&D or OD&D)

- ◇ FIRST PUBLISHED: 1973
- ◇ Based on miniature battle games, specifically Chainmail
- ◇ The idea of having one figure/miniature on the table represent only one person in the game was unique
- ◇ Like in miniature battle games, elves and dwarves and halflings were no different than wizards and fighters and clerics and thieves



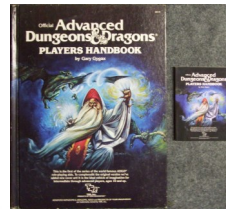
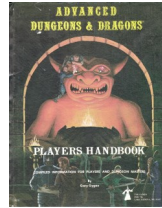
## D&D

- ◇ FIRST PUBLISHED: 1978
- ◇ LAST PUBLISHED: 1995
- ◇ Cover artists: David C. Sutherland, Erol Otus, Larry Elmore, Jeff Easley
- ◇ Easier to learn than OD&D
- ◇ Added more dice types
- ◇ Added new mechanic for thief
- ◇ Three versions printed (often referred to as the Holmes edition, B/X or "Otis art", and BECMI or "red box")
- ◇ All versions are boxed sets except Rules Cyclopedia
- ◇ When AD&D released, people started calling this "Basic D&D"



## AD&D (1st Edition)

- ◇ FIRST PUBLISHED: 1978
- ◇ SECOND ART PUBLISHED: 1983
- ◇ Cover artists: D.A. Trampier, Jeff Easley
- ◇ Separated race and class
- ◇ Added new classes (paladin, ranger, assassin, druid)
- ◇ Added new races (half-elf, half-orc, gnome)
- ◇ Added new options for existing races (hill dwarf, mountain dwarf, etc.)
- ◇ Changed from three alignments to nine
- ◇ No major changes when art changed (change due primarily to Satanic Panic)
- ◇ Small version published for 25th anniversary of D&D



## 2nd Edition AD&D

- ◇ FIRST PUBLISHED: 1989
- ◇ SECOND ART PUBLISHED: 1995
- ◇ Cover artist: Jeff Easley (both)
- ◇ Added THAC0 (to-hit-armor-class-0)
- ◇ Added new mechanic for thief (customization)
- ◇ Dropped some classes and races
- ◇ New art is revised version: reorganization, corrections, and new internal art
- ◇ Surprisingly, these rules don't include information on how to find hidden doors



## 3rd Edition D&D

- ◇ FIRST PUBLISHED: 2000
- ◇ Cover artist: Henry Higginbotham
- ◇ Removed "Advanced" from name of game
- ◇ Changed armor class (higher is better)
- ◇ Added Difficulty Classes (DC)
- ◇ Added skills and feats
- ◇ Added new classes (barbarian, monk, sorcerer)
- ◇ Limited saving throws to three
- ◇ All magic items now duplicate a spell effect
- ◇ Cover is a photo of an actual book



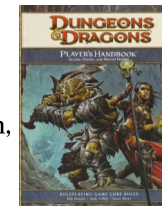
## 3.5

- ◇ FIRST PUBLISHED: 2003
- ◇ Cover artist: Henry Higginbotham
- ◇ Added new spells, removed spells, updated other spells
- ◇ Added new feats, updated many existing feats
- ◇ Renamed and/or merged skills
- ◇ Removed some restrictions of race/class combinations
- ◇ Damage reduction was revised to allow more ways to bypass it



## 4th Edition

- ◇ FIRST PUBLISHED: 2008
- ◇ Cover artist: Wayne Reynolds
- ◇ More miniature-based
- ◇ Added new races (dragonborn, eladrin, tiefling)
- ◇ Added new warlord class
- ◇ Changed character abilities to daily/encounter/at-will abilities
- ◇ Instead of saving throws, added two additional "targets" to armor class
- ◇ Changed healing



## Essentials

- ◇ FIRST PUBLISHED: 2010
- ◇ Cover artist: Mike May
- ◇ Added in errata from 4th edition to core rules
- ◇ Provided simplified character choices
- ◇ Added character options (like schools of magic for the wizard class)



## 5th Edition

- ◇ FIRST PUBLISHED: 2014
- ◇ Cover artist: Tyler Jacobson
- ◇ Organized book to make it easier to learn
- ◇ Saving throws no longer have a separate chart
- ◇ Added advantage and disadvantage
- ◇ Added backgrounds
- ◇ Made equipment purchasing optional
- ◇ Changed healing, added hit dice for healing
- ◇ Made PCs more powerful



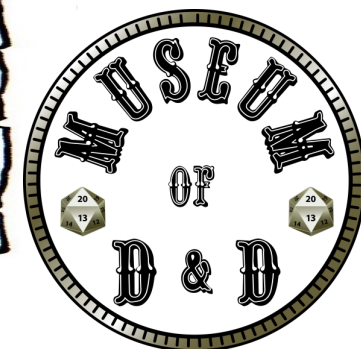
## 2024 Edition

- ◇ FIRST PUBLISHED: 2024
- ◇ Cover artist: Tyler Jacobson
- ◇ Renamed races to species
- ◇ Unified number of subclasses to four for each class
- ◇ Feats linked to background and no longer an optional rule



## NOTES:

- ◆ Jim has been playing since a friend received a playtest version of OD&D, and has played every edition as it released
- ◆ The "title" for each edition is the way that those playing it most usually refer to it
- ◆ The font for each edition matches the internal text of the rulebooks for that edition
- ◆ Basic D&D stayed in print at the same time 1st and 2nd Edition AD&D were in print



# INITIAL PLANS

This is one example of what the Museum could look like in a 10,000 square foot space.

Walk through a chronological history of Dungeons & Dragons.

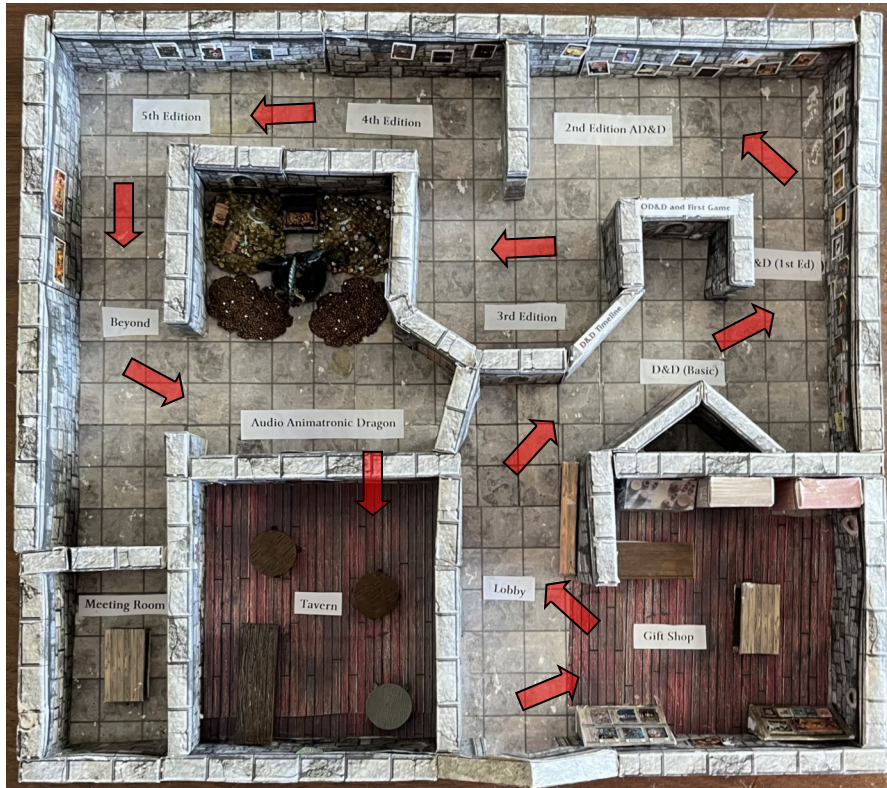
- ◇ Overview timeline in the entrance area.
- ◇ **Each section will include the following:**
- ◇ The roleplaying products produced during that time
- ◇ Accessories and miniatures
- ◇ As many licensed products as we can fit. Some eras had more than others, but we intend to include as many as possible.
- ◇ The artists and designers who worked on it

- ◇ Unusual facts and trivia will be included about the products, worlds and game systems. For example, did you know that for the 25th anniversary of the game, small exact copies of many of the books and boxed sets were created (see an example in the AD&D section on the inside)

- ◇ Lots of unusual items in the gift shop, but mostly dragons, accessories and apparel

At the end of your journey, you will be greeted by a life-sized audio animatronic young dragon.

We hope to see you at the Museum. May your dice always roll 20's!



# “BLUE SKY” PLANS

We have lots of more ambitious ideas for possible enhancements to the above plan, listed in the next column.

Stay tuned for more fun ideas from the Museum!

- ◇ A dark ride which puts you in the middle of the action of some of the most iconic art from the game
- ◇ Escape rooms based on the most loved adventures from each edition



## Mission Statement

The Museum of Dungeons & Dragons’ purpose is to celebrate the rich history, shared adventures of storytelling and imagination, and cultural impact of this iconic tabletop role-playing game through immersive exhibits, interactive experiences, and historical archives. We aim to connect generations of players and honor the legacy of the game’s creators, Dave Arneson and Gary Gygax, and the diverse voices that have contributed to all past and future editions, while ensuring upcoming generations remember and appreciate D&D.

**Webpage:** [www.MuseumOfDnD.com](http://www.MuseumOfDnD.com)

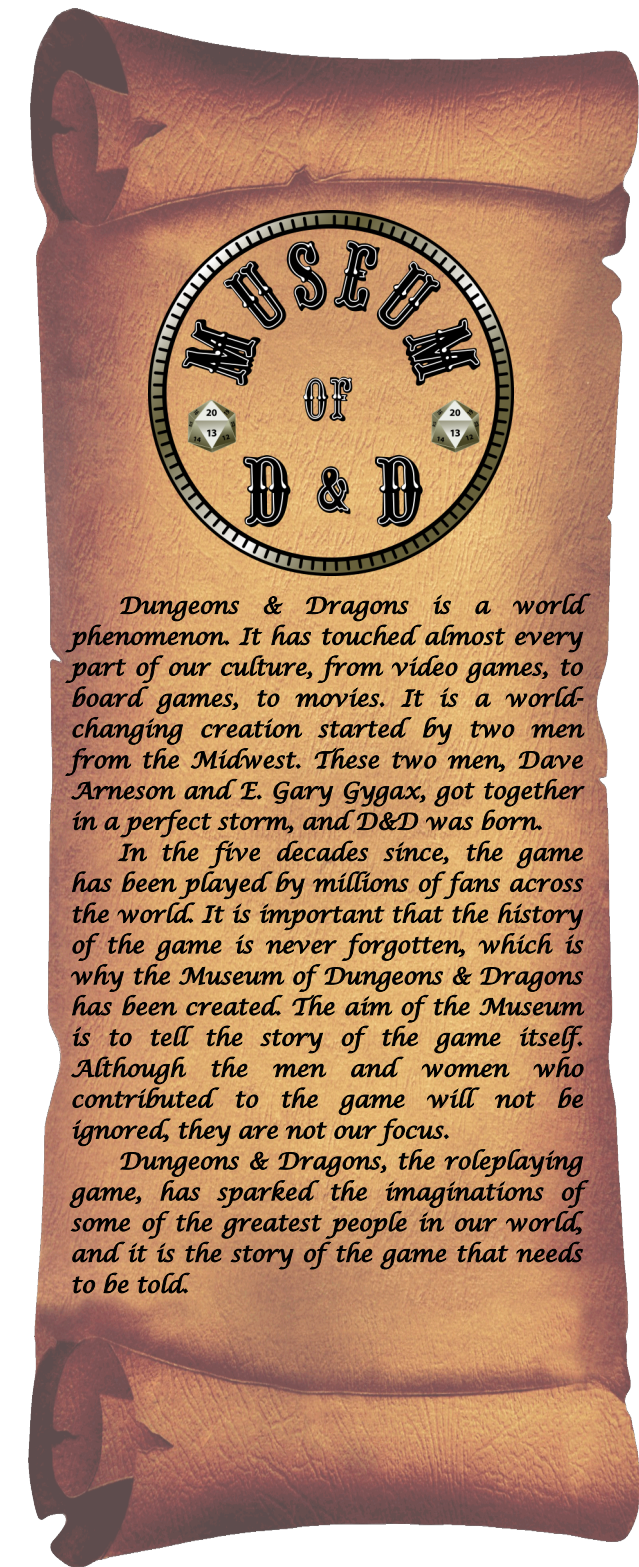
**Email:** [MuseumOfDnD@gmail.com](mailto:MuseumOfDnD@gmail.com)

**Patreon:**

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*Dungeons & Dragons is a world phenomenon. It has touched almost every part of our culture, from video games, to board games, to movies. It is a world-changing creation started by two men from the Midwest. These two men, Dave Arneson and E. Gary Gygax, got together in a perfect storm, and D&D was born.*

*In the five decades since, the game has been played by millions of fans across the world. It is important that the history of the game is never forgotten, which is why the Museum of Dungeons & Dragons has been created. The aim of the Museum is to tell the story of the game itself. Although the men and women who contributed to the game will not be ignored, they are not our focus.*

*Dungeons & Dragons, the roleplaying game, has sparked the imaginations of some of the greatest people in our world, and it is the story of the game that needs to be told.*