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The term Dungeon Master (DM for short) was coined by Dungeons & Dragons© in the early 70s, but has now become a catch-all term for anyone who runs a role-playing game (RPG). Technically, the title DM applies to Dungeons and Dragons, whereas GM (Game Master) refers to the "DM" of an RPG other than Dungeons and Dragons.

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That person is responsible for preparing each game session, and must have a thorough understanding of the game rules. Since the inception of the Advanced Dungeons & Dragons system in 1977, these rules have been contained in three hardbound books: the Player's Handbook, Dungeon Master's Guide, and Monster Manual. Many other rulebooks exist as well, but these are not required for conducting the game.

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Everything the 3.0 Dungeon Masters Guide had, the 3.5 improves upon. Everything is easier to follow and understand, Non-Player Character classes (commoner, warrior, etc) are expanded upon, as are the magic items, prestige classes, and rules for creating all these things. Everything you need to know to build your world is here.

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