

SUPPORT FOR NEW DUNGEON MASTERS

With Dungeon Master Sylar of Aicosu

I AM YOUR DUNGEON MASTER





**WHY IS BEING A DUNGEON
MASTER SO DAMN SCARY?**



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It's a lot of work.

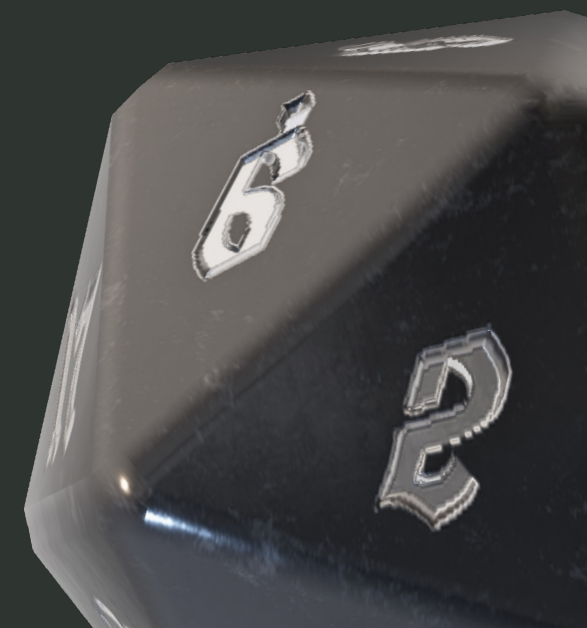
There's too much pressure.

You have to be good at it.

There's so much to know. (And to buy...)

I DON'T KNOW WHERE TO START.

DISPELLING THE MYTH





IT'S A LOT OF WORK

Incorrect.

Setting up your campaign is the most work you'll ever do.
You do it once and you don't ever have to do it again.

Anything you need to run a session, has already been made or you
already have it in your hands.
(your notes, books, and dice.)

BUT THAT IS A LOT OF WORK



BUT THAT IS A LOT OF WORK

Incorrect.

Creating a campaign doesn't have to mean writing a novel or reading every source book, or knowing every stat.

Scrub the characters out of your favorite show. Steal the plot of the last video game you played. Cast your players as the heroes of your favorite book.



THERE'S TOO MUCH PRESSURE

Incorrect.



The game is a co-op experience.

The DM is a Player too.

React as a Dungeon Master as you do a Player.

YOU HAVE TO BE GOOD AT IT

Incorrect.

Sometimes you ask questions as a player. Dungeon Masters are also allowed to ask questions.

Dungeons and Dragons is fifty years old. Somebody somewhere has already asked the questions you have. And somebody somewhere answered.



THERE'S SO MUCH TO KNOW

(AND TO BUY...)

Incorrect.

“the Dungeon Master is the final arbiter”

Everything official is online for free.



I DON'T KNOW WHERE TO START



I GOT YOU.





RUNNING OFF A MODULE

Someone else already did all the work!

The world is built, the map is laid out, the loot and encounters are already plotted. That's 50 percent of dungeons master work.

Adapting to player choice is all that's left.



Interlude from the wife

She ran Death House, Curse of Strahd



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HOMEBREWING

Okay, this is a bit of work.

But you can easily craft a story that carefully includes character arcs, relationship building, and backstory.

Easiest to do when you're stealing. (plots, story beats, worlds, visuals, music, entire characters...)

The most important thing is build it based on your players. Not the other way around.





YOUR PLAYERS

Your most important tool.

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Find out what your players like.

Craft a campaign around those things. Allow them to be the stars of the show. What is their idea of fun?

Success?

Give agency and consequences. The best consequences are the ones that flow organically from their actions.

You've won the game when your players have fun.

YOUR PLAYERS

Do the work for you.



THE MECHANICS

Trust in the D20. If you don't know the mechanic, ask them to roll.

Make things weak first.
Then make them stronger.

Re-skinning/re-flavoring is your best trick.

THE LONG REST

1. Being a DM is very vulnerable. Don't rush and say when you are tired or need help.
2. Be open to critique, ask for post-session feedback. What was the funnest thing? What did they like? Adapt to that.
3. Aftercare is a thing in DnD. Check in on your players after intense sessions. Did anything make someone uncomfortable? Is everyone getting along. Pre-aftercare may be submitting RPG consent forms before every campaign.
4. Improv is your friend. All you need to know, is "yes, and?"

THE LONG REST

1. Take breaks, you will burn out. Reschedule as you need. Ask someone to run a one-shot or boardgame. Consider a text-based roleplaying episode to fill the gap or hiatus.
2. Don't be scared to weed out toxic players.
3. Scheduling is a bitch. Make hard start and end times with 30 minutes before and after for straggling, getting comfortable and catching up. That way campaigns don't get interrupted, and they do happen. Ensure breaks during! At least every two hours if not more.

RESOURCES

SOURCEBOOKS

5e.tools (Dungeons and Dragons 5th Edition)

2e.aonprd.com (Pathfinder 2nd edition)

RULES TROUBLESHOOTING

sageadvice.eu (DND5E lead game designer answers questions.)

HOME BREW WORLD BUILDING

worldanvil.com (create lore, codexes, and wiki for your campaign)

heroforge.com (create characters/npcs)

PLAYTOOLS

spp.roll20.net (digital tabletop)

[Rolladvantage.com/tokenstamp](https://rolladvantage.com/tokenstamp) (token maker for digital tabletops.)

w2g.tv/en (group video/audio player, great for campaign music the dm controls)

[Tinyurl.com/aiconsent](https://tinyurl.com/aiconsent) (player rpg consent form)

dmsguild.com (a collection of user and official created homebrew for purchase)

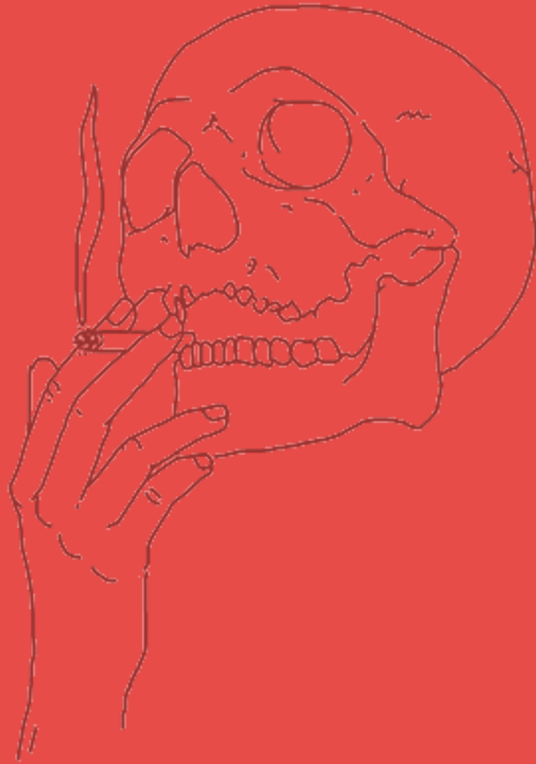
[Tinyurl.com/aideadhouse](https://tinyurl.com/aideadhouse) (the module one my wife ran)

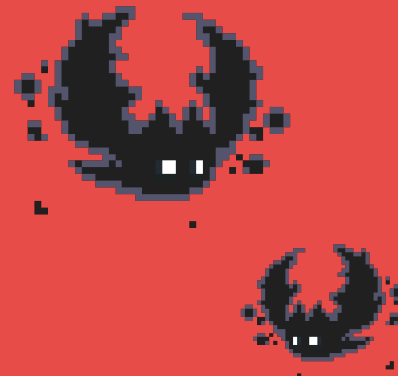
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QUESTIONS AND ANSWERS





Our socials

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THANK YOU