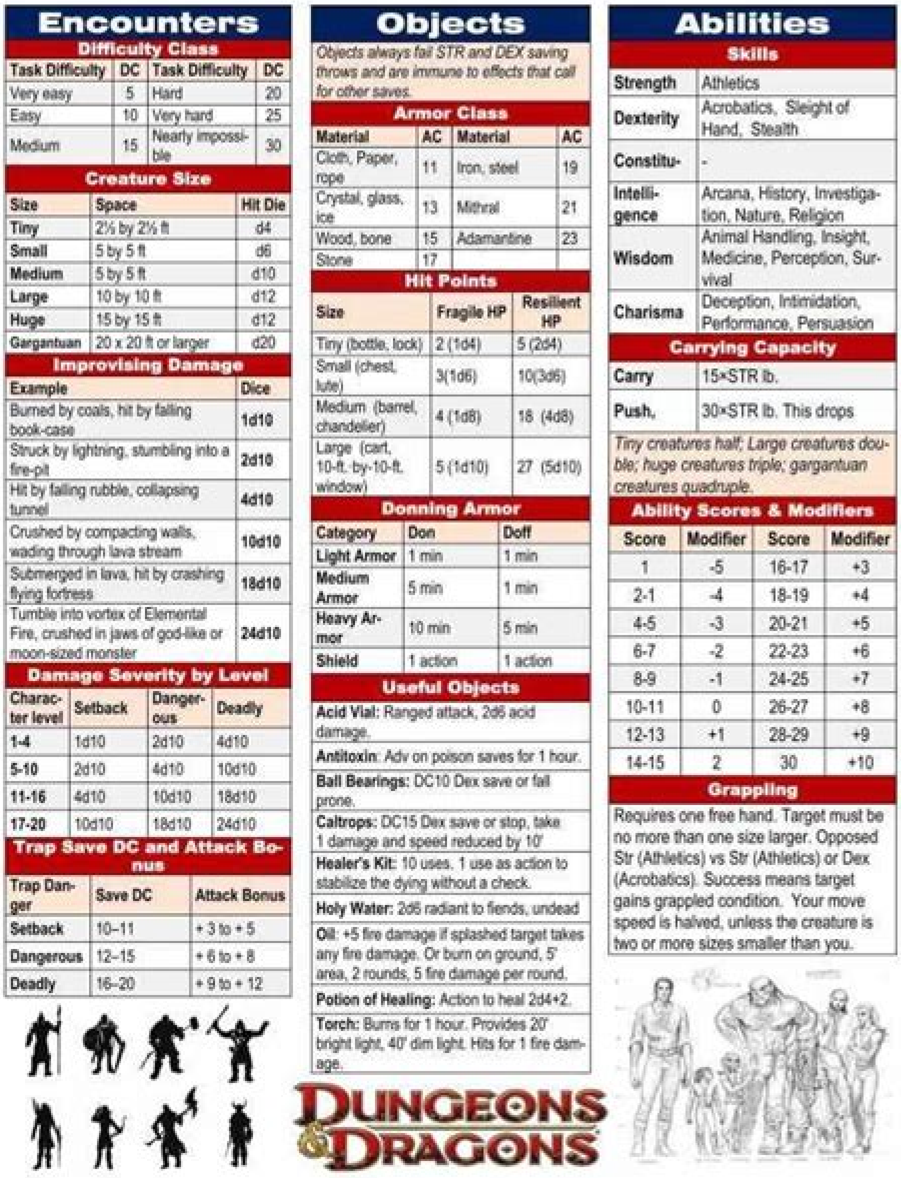
Dnd 5e Dm Guide



Encounters

Difficulty Class

Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impossible	30

Creature Size

Size	Space	Hit Die
Tiny	2½ by 2½ ft	d4
Small	5 by 5 ft	d6
Medium	5 by 5 ft	d10
Large	10 by 10 ft	d12
Huge	15 by 15 ft	d12
Gargantuan	20 x 20 ft or larger	d20

Improvising Damage

Example	Dice
Burned by coals, hit by falling book-case	1d10
Struck by lightning, stumbling into a fire-pit	2d10
Hit by falling rubble, collapsing tunnel	4d10
Crushed by compacting walls, wading through lava stream	10d10
Submerged in lava, hit by crashing flying fortress	18d10
Tumble into vortex of Elemental Fire, crushed in jaws of god-like or moon-sized monster	24d10

Damage Severity by Level

Character level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10

Trap Save DC and Attack Bonus

Trap Danger	Save DC	Attack Bonus
Setback	10–11	+ 3 to + 5
Dangerous	12–15	+ 6 to + 8
Deadly	16–20	+ 9 to + 12

Objects

Objects always fail STR and DEX saving throws and are immune to effects that call for other saves.

Armor Class

Material	AC	Material	AC
Cloth, Paper, rope	11	Iron, steel	19
Crystal, glass, ice	13	Mithral	21
Wood, bone	15	Adamantine	23
Stone	17		

Hit Points

Size	Fragile HP	Resilient HP
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3(1d6)	10(3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Donning Armor

Category	Don	Doff
Light Armor	1 min	1 min
Medium Armor	5 min	1 min
Heavy Armor	10 min	5 min
Shield	1 action	1 action

Useful Objects

Acid Vial: Ranged attack, 2d6 acid damage.

Antitoxin: Adv on poison saves for 1 hour.

Ball Bearings: DC10 Dex save or fall prone.

Caltrops: DC15 Dex save or stop, take 1 damage and speed reduced by 10'

Healer's Kit: 10 uses. 1 use as action to stabilize the dying without a check.

Holy Water: 2d6 radiant to fiends, undead

Oil: +5 fire damage if splashed target takes any fire damage. Or burn on ground, 5' area, 2 rounds, 5 fire damage per round.

Potion of Healing: Action to heal 2d4+2.

Torch: Burns for 1 hour. Provides 20' bright light, 40' dim light. Hits for 1 fire damage.

Abilities

Skills

Strength	Athletics
Dexterity	Acrobatics, Sleight of Hand, Stealth
Constitu-	-
Intelligence	Arcana, History, Investigation, Nature, Religion
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival
Charisma	Deception, Intimidation, Performance, Persuasion

Carrying Capacity

Carry	15×STR lb.
Push,	30×STR lb. This drops

Tiny creatures half; Large creatures double; huge creatures triple; gargantuan creatures quadruple.

Ability Scores & Modifiers

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-1	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	2	30	+10

Grappling

Requires one free hand. Target must be no more than one size larger. Opposed Str (Athletics) vs Str (Athletics) or Dex (Acrobatics). Success means target gains grappled condition. Your move speed is halved, unless the creature is two or more sizes smaller than you.

D&D 5E DM Guide: A Comprehensive Resource for Dungeon Masters

Being a Dungeon Master (DM) in Dungeons & Dragons (D&D) 5th Edition is a unique and rewarding experience that combines creativity, storytelling, and game mechanics to create unforgettable adventures. This guide will provide a comprehensive overview of the essential aspects of being a DM, covering everything from preparation and world-building to running sessions and managing player dynamics.

Understanding the Role of the DM

The Dungeon Master is often referred to as the "referee" or "storyteller" of the game. This role is pivotal in shaping the gaming experience for all players involved. Here are some key responsibilities of a DM:

- **Storyteller**: The DM crafts the overarching narrative and sets the tone for the adventure.
- **Game Master**: The DM controls the game world, including non-player characters (NPCs), monsters, and environmental elements.
- **Rules Arbiter**: The DM interprets and enforces the rules of the game, ensuring fair play.
- **Facilitator**: The DM encourages player engagement and collaborates with players to enhance their experience.

Preparation for the Game

Preparation is key to ensuring a smooth and enjoyable gaming session. Here are some steps to consider:

1. Know Your Players

Understanding your players' preferences and play styles is essential. Here’s how you can gather this information:

- **Discuss Expectations**: Have an open conversation about what your players want from the game, whether it’s heavy combat, role-playing, exploration, or puzzles.
- **Character Backgrounds**: Encourage players to create rich backstories for their characters, as this can influence the campaign's direction.

2. Crafting the Adventure

Once you know your players, it’s time to create the adventure. This can involve:

- **Choosing a Theme**: Decide on the overall theme of your campaign, such as high fantasy, horror, mystery, or political intrigue.
- **Creating a Plot**: Develop a central conflict or quest that drives the narrative. Consider using classic tropes like “saving the kingdom” or “uncovering a dark secret.”
- **Building a World**: Flesh out the setting where your adventure will take place. This includes geography, cultures, religions, and important locations.

3. Familiarize Yourself with the Rules

While D&D 5E is designed to be accessible, there are many rules to keep in mind. Here’s how to prepare:

- **Player’s Handbook**: Read through the Player’s Handbook (PHB) to understand character creation, abilities, and spells.
- **Dungeon Master’s Guide**: The DMG provides guidance on creating adventures, managing campaigns, and understanding game mechanics.
- **Monster Manual**: Familiarize yourself with various creatures that players may encounter, including their stats and abilities.

Running the Game

After preparation, the real fun begins! Here are some tips for running your sessions effectively:

1. Setting the Scene

Atmosphere is crucial to immersing your players in the game world. Consider the following:

- **Descriptive Language**: Use vivid descriptions to paint a picture of the environment, characters, and events.
- **Music and Sound Effects**: Incorporate background music or sound effects to enhance the mood.
- **Props and Visuals**: Use maps, miniatures, or digital tools to provide a visual representation of the game world.

2. Encouraging Player Agency

One of the joys of D&D is the freedom it offers players. Here’s how to encourage agency:

- **Flexible Storytelling**: Be open to player decisions that may alter the course of the story.
- **Reward Creativity**: Encourage players to think outside the box and reward them for creative solutions to problems.
- **Character Development**: Allow players to explore their character’s

motivations and relationships, even if it means deviating from the planned storyline.

3. Managing Combat

Combat is a significant aspect of D&D, and managing it efficiently can enhance the experience:

- **Initiative Order**: Keep track of initiative to ensure a smooth flow during combat.
- **Encourage Teamwork**: Remind players to strategize and work together to overcome challenges.
- **Keep It Engaging**: Use dynamic environments and varied enemy tactics to keep combat interesting.

Handling Player Dynamics

As a DM, you will encounter various player dynamics that can influence the game. Here are some strategies to manage them:

1. Addressing Conflicts

Conflicts may arise among players, whether due to differing play styles or character disagreements. Here’s how to handle them:

- **Open Communication**: Foster an environment where players feel comfortable discussing issues.
- **Neutral Mediation**: As the DM, remain neutral and help players reach a compromise.
- **Session Zero**: Consider holding a session zero before the campaign starts to discuss expectations and boundaries.

2. Keeping Everyone Engaged

It’s essential to ensure all players are actively participating:

- **Spotlight Sharing**: Rotate focus among players to give everyone a chance to shine.

- **Incorporate Backstories:** Integrate character backstories into the main narrative to create personal stakes for each player.
- **Ask for Input:** Encourage players to contribute ideas or suggestions for the story and world-building.

Conclusion

Being a Dungeon Master in D&D 5E is both a challenge and an opportunity to create memorable experiences for your players. By understanding your role, preparing thoroughly, running engaging game sessions, and managing player dynamics, you can craft an epic adventure that your group will cherish for years to come. Embrace the creativity and spontaneity that comes with being a DM, and remember that the ultimate goal is to have fun together as a group. Happy adventuring!

Frequently Asked Questions

What are the key responsibilities of a Dungeon Master (DM) in D&D 5E?

The key responsibilities of a DM in D&D 5E include creating and managing the game world, narrating the story, controlling non-player characters (NPCs), adjudicating rules, and ensuring the game runs smoothly while keeping players engaged.

How can a DM effectively prepare for a session in D&D 5E?

A DM can effectively prepare for a session by outlining the plot, developing key NPCs and locations, familiarizing themselves with relevant rules, and considering potential player actions, while also being flexible to adapt as the game progresses.

What are some tips for creating compelling NPCs in D&D 5E?

Tips for creating compelling NPCs include giving them distinct personalities, motivations, and backstories, using unique voices or mannerisms, and allowing them to evolve based on player interactions to make them feel real and engaging.

How can a DM balance combat encounters in D&D 5E?

A DM can balance combat encounters by considering the party's level and abilities, using the Challenge Rating system to gauge difficulty, adjusting the number of enemies, and incorporating environmental factors to create dynamic and challenging scenarios.

What resources are recommended for new DMs in D&D 5E?

Recommended resources for new DMs include the 'Dungeon Master's Guide', the 'Player's Handbook', online forums like D&D Beyond, podcasts, and YouTube channels dedicated to tabletop RPGs, as well as one-shot adventures to practice running games.

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