

Contents at a Glance

<i>Foreword</i>	<i>xix</i>
<i>Introduction</i>	<i>1</i>
<i>Part I: Running a Great Game</i>	<i>7</i>
Chapter 1: The Role of the Dungeon Master	9
Chapter 2: Preparing for Play	21
Chapter 3: Running the Game	33
Chapter 4: Narrating the Adventure	45
Chapter 5: Dealing with Players	61
Chapter 6: Teaching the Game	77
Chapter 7: Sample Dungeon: The Rat Lord's Lair	85
<i>Part II: Advanced Dungeon Mastering</i>	<i>105</i>
Chapter 8: Running an Ongoing Game	107
Chapter 9: Knowing the Players	125
Chapter 10: Choosing Your Game Style	139
Chapter 11: Creating Excitement at the Game Table	151
Chapter 12: Growing Your Game	167
Chapter 13: Using Every Available Resource	179
<i>Part III: Creating Adventures</i>	<i>191</i>
Chapter 14: Tools of the Trade	193
Chapter 15: The Dungeon Adventure	205
Chapter 16: The Wilderness Adventure	213
Chapter 17: The Event-Based Adventure	219
Chapter 18: The Randomly Generated Adventure	225
Chapter 19: The High-Level Adventure	249
Chapter 20: Sample Dungeon: The Necromancer's Apprentice	261
<i>Part IV: Building a Campaign</i>	<i>289</i>
Chapter 21: Building a Continuous Story	291
Chapter 22: Creating Memorable Villains	301
Chapter 23: Bringing the World to Life	307

<i>Part V: The Part of Tens</i>	317
Chapter 24: Ten Best Classic Adventures	319
Chapter 25: Ten Best <i>Dungeon Magazine</i> Adventures	323
Chapter 26: Ten Best 3rd Edition Adventures	327
Chapter 27: Ten Challenging Traps	331
Chapter 28: Ten Ready-to-Use Encounters	339
Chapter 29: Ten Things to Avoid When DMing.....	363
Chapter 30: Ten Things to Do All the Time When DMing.....	367
<i>Index</i>	371

Table of Contents

Foreword.....*xix*

Introduction..... **1**

About This Book.....1
Why You Need This Book.....2
How to Use This Book.....2
D&D Terminology.....3
How This Book Is Organized.....5
 Part I: Running a Great Game.....5
 Part II: Advanced Dungeon Mastering.....5
 Part III: Creating Adventures.....5
 Part IV: Building a Campaign.....5
 Part V: The Part of Tens.....6
Icons Used in This Book.....6
Where to Go from Here.....6

Part I: Running a Great Game **7**

Chapter 1: The Role of the Dungeon Master **9**

What Is a DM?10
So You Want to Be the Dungeon Master?10
What Do You Need for Playing?11
The Expressions of Dungeon Mastering.....12
 DM as rules moderator12
 DM as narrator.....13
 DM as a cast of thousands14
 DM as player16
 DM as social director18
 DM as creator.....19
The Goal of Dungeon Mastering.....20

Chapter 2: Preparing for Play **21**

Gathering a Game Group.....21
 Finding players22
 Inviting players to the game24
Using a Published Adventure25
 Wizards of the Coast products26
 Dungeon Magazine26



RPGA	27
Other d20 publishers	27
Creating Your Own Adventures	27
Making Preparations before the Game	28
Establishing the Ground Rules: Gaming Etiquette	28
Being ready to run the game	29
Hosting chores	29
Setting a time limit	30
Bringing or chipping in for refreshments	30
Eliminating outside distractions	31
Making sure everyone understands the in-game rules of conduct	31

Chapter 3: Running the Game **33**

Taking Charge as Dungeon Master and Running the Game	33
DM laws	34
DM basics	34
Narrating	35
Running NPCs and monsters	35
Winging it	36
Playing through the Game Session	36
Setting ground rules	36
Settling in as everyone arrives	36
Gathering around the game table	37
Creating and updating characters	38
Opening with the prologue	39
Recapping the previous session	41
Taking on encounters and challenges	42
Ending a game session	43
Closing with an epilogue	44

Chapter 4: Narrating the Adventure **45**

Understanding D&D as a Storytelling Experience	45
The group story concept	46
An ongoing epic	46
The DM's role	47
Telling Interesting and Exciting Stories	47
Making a story a D&D story	48
Choosing an adventure premise	49
Mastering the Adventure Narration	50
Directing the adventure	50
Adding special effects	51
Playing the nonplayer characters	53
Bringing the Adventure to Life	55
Creating fantastic locations	56
Describing intense battles	56
Giving the players exciting challenges	59
Setting up evocative roleplaying encounters	59

Chapter 5: Dealing with Players	61
D&D: A Social Experience.....	61
Looking at the Game Group.....	62
Comparing DMs and Players	62
Being the DM.....	63
Interacting with players.....	63
What do you want out of the game?	65
Increasing the fun quotient	67
Setting Ground Rules and Expectations.....	67
Staying serious or hungering for humor?.....	68
Naming characters	68
Managing multiple characters	68
Handling no-shows	69
Adding new players.....	70
Dealing with dice	70
Bringing books.....	71
Debating rules.....	72
Managing off-topic discussions	72
Considering computers	72
Setting the table with miniatures and a battle grid.....	73
Making Mistakes and Deciding What to Do with Them	73
Sharing DM Duties.....	75
One campaign, multiple DMs.....	75
Multiple campaigns, multiple DMs.....	75
Chapter 6: Teaching the Game	77
Dungeon Master as Teacher.....	78
Teaching the basic rules.....	78
Showing how to create a character	79
Relaxing and having fun playing the game.....	79
Making Use of Helpful Aids	80
D&D Basic Game.....	80
Dungeons & Dragons For Dummies	80
Fantastic Locations	80
Dungeons & Dragons Miniatures	80
Teaching Key Elements to New Players	81
Explaining the premise of D&D.....	81
Describing the world of D&D	82
Showing how to use the core mechanic.....	82
Explaining what a character can do.....	83
Explaining the most important parts of the character sheet	83
Chapter 7: Sample Dungeon: The Rat Lord's Lair	85
Dungeon Master Preparation.....	85
Knowing the players	85
Knowing your adventure.....	86

The Rat Lord's Lair.....	87
Adventure premise.....	88
Starting the adventure.....	89
Encounter Area 1: The Basement Room.....	90
Encounter Area 2: Unfriendly Gang.....	98
Encounter Area 3: Lair of the Rat Lord.....	101
Making the Adventure Tougher.....	104

Part II: Advanced Dungeon Mastering 105

Chapter 8: Running an Ongoing Game 107

Choosing the Right Format.....	108
The standalone session.....	108
The dungeon-of-the-week adventure.....	109
The one-shot campaign.....	110
The continuing campaign.....	111
Keeping Records.....	112
The no-records game.....	113
The DM binder.....	113
Building a Basic Campaign.....	114
Linking adventures together.....	114
Pacing character advancement.....	117
Creating the home base.....	118
A Sample Base: Griffonford.....	120
The story of Griffonford.....	120
Notable NPCs.....	122
Adventures near Griffonford.....	124

Chapter 9: Knowing the Players 125

Figuring Out Player Styles.....	125
Roleplayers.....	126
Power gamers.....	126
Introducing the Player Types.....	127
Hack'n'slasher.....	128
Wargamer.....	129
Thinker.....	129
Impulsive adventurer.....	130
Explorer.....	130
Character actor.....	131
Watcher.....	131
Analyzing the Players.....	132
Balancing Play Styles.....	133
Getting Along with Difficult Players.....	133
Handling a problem character.....	133
Dealing with a rules lawyer.....	135
Speeding up a slow player.....	136
Involving the apathetic player.....	137

Chapter 10: Choosing Your Game Style	139
DM Styles: Running the Game You Run Best	139
Action movie director	140
Storyteller	141
Worldbuilder	141
Puzzlemaker	142
Connector	142
Establishing Your Own Style	143
Setting the Tone	143
Arbiter or narrator?	144
On-task or player-paced?	144
By the book or fast and loose?	146
Building Your DM Toolbox	146
Letting the dice decide	146
Ruling by common sense	147
Winging it	148
DM cheating	149
Chapter 11: Creating Excitement at the Game Table	151
Maximizing Imagination	151
Narrating for all five senses	152
Mixing the mundane and fantastic	152
Suspending disbelief	154
Setting the mood	155
Showing, not telling	156
Pacing the Game	163
Cliffhangers	164
The cut-away scene	164
Varying your delivery	165
Getting to the fun fast	165
Chapter 12: Growing Your Game	167
Setting Your Game in a World	167
Adding New Rules Elements	168
Making new options available	169
Examining new rules elements	170
Creating House Rules	174
Getting Players Involved in the Game	175
Crafting good backgrounds	175
Using character goals	176
Using 21st century technology to enhance your game	178
Chapter 13: Using Every Available Resource	179
Buying Published Game Material	179
Understanding what's out there	180
Figuring out what you need	183

Finding Story Inspiration	185
The real world.....	185
Fantasy fiction	185
Movies and TV	187
The collision of ideas	188
Talking with Other Gamers	188
Joining a game club.....	189
Corresponding on the Web	189

***Part III: Creating Adventures* 191**

Chapter 14: Tools of the Trade 193

Breaking Down the Parts of a D&D Adventure	193
The premise	195
Encounters	197
The end.....	198
Creating Dungeon Maps	200
Populating a Dungeon.....	200
Challenge Ratings	201
Encounter Level.....	201
Rewards	202
Experience points.....	203
Treasure.....	203

Chapter 15: The Dungeon Adventure 205

Designing Your First Dungeon	205
Plotting the dungeon's story.....	206
Drawing the map	206
Marking the encounter areas.....	207
Making a key	208
Adding Depth to Dungeon Crawls.....	211

Chapter 16: The Wilderness Adventure 213

Designing a Wilderness Adventure	213
What is the wilderness?.....	214
How to use the wilderness	217
Wilderness Adventure Outline	217

Chapter 17: The Event-Based Adventure 219

Designing Event-Based Adventures	219
The flowchart.....	220
The timeline	221
Using Flowcharts and Timelines in Dungeons	223

Chapter 18: The Randomly Generated Adventure	225
Using the Random-Generation Tables	225
Keeping Track of a Random Dungeon	226
Starting Your Random Dungeon	227
Base Encounter Level	227
First room configuration	228
Generating the Dungeon Map	229
Rolling a Random Encounter	238
Generating Random Treasure	243
Finishing a Random Dungeon	248
Chapter 19: The High-Level Adventure	249
Understanding Why the Game Changes	250
Mobility magic	250
The widening attack gap	251
Save-or-die spells	252
Divination magic	253
Specialization	254
Refining the Challenges	254
Flight	256
Invisibility	256
Invulnerability	257
Making the Experience Match the Level	259
Raising the stakes	259
Wowing the players with the setting	259
Providing benchmark encounters	260
Chapter 20: Sample Dungeon: The Necromancer's Apprentice . . .	261
Dungeon Master Preparation	261
The Necromancer's Apprentice	262
Adventure premise	262
Starting the adventure	263
Arim's pasture	265
The Thirsting Wood	267
House of Roburn	269
The dungeon below	276
Concluding the adventure	287
Making the Adventure Tougher	288
Part IV: Building a Campaign	289
Chapter 21: Building a Continuous Story	291
Building a Campaign	292
Creating a world	292
Using context	292

Building on past events	294
Finding inspiration	295
Choosing themes for adventures and campaigns	296
The Dungeon-of-the-Week Campaign Model	299
Building on What the Players Give You.....	300
Chapter 22: Creating Memorable Villains	301
What Is a Villain?	301
Every Hero Needs a Good Villain	302
Good villains take work	302
Give villains every chance to succeed	303
Villain Archetypes	304
Master villains.....	304
Minor villains	306
Chapter 23: Bringing the World to Life	307
The World in a Nutshell: The DM's Notebook	307
Building a World from the Inside Out: Start Small and Add Details	308
Putting the World Together	309
Climate and geography.....	311
Sites of interest	312
<i>Part V: The Part of Tens</i>	<i>317</i>
Chapter 24: Ten Best Classic Adventures	319
S1—Tomb of Horrors	319
G1—Stading of the Hill Giant Chief	320
D1—Descent into the Depths of the Earth.....	320
S2—White Plume Mountain	320
A1—Slave Pits of the Undercity	320
C1—The Hidden Shrine of Tamoachan	321
Q1—Queen of the Demonweb Pits.....	321
I3—Pharaoh	321
I6—Ravenloft	321
T1—4—The Temple of Elemental Evil.....	322
Chapter 25: Ten Best <i>Dungeon Magazine</i> Adventures	323
The Age Of Worms Adventure Path	323
The Shackled City Adventure Path	324
The Styes.....	324
Mad God's Key.....	324
Maure Castle	325
Tammeraut's Fate.....	325
The Lich-Queen's Beloved	325

Tears for Twilight Hollow.....	325
Rana Mor	326
The Harrowing.....	326
Chapter 26: Ten Best 3rd Edition Adventures	327
The Sunless Citadel.....	327
Shadows of the Last War	327
Forge of Fury.....	327
Whispers of the Vampire's Blade	328
Sons of Gruumsh	328
Return to the Temple of Elemental Evil.....	328
The Speaker in Dreams.....	330
Red Hand of Doom	330
City of the Spider Queen	330
Lord of the Iron Fortress	330
Chapter 27: Ten Challenging Traps	331
Scything Blade Trap.....	332
Symbol.....	332
Burning Hands Trap.....	333
Portcullis Trap.....	333
Teleport Trap.....	334
Poison Gas Trap	335
Dart Trap.....	336
Glyph of Warding.....	336
Water Trap	337
Pit Trap.....	338
Chapter 28: Ten Ready-to-Use Encounters	339
Umber Hulk Ambush (EL 9).....	339
Walking the Plank (EL 3).....	340
Corridor of Webs (EL 2).....	343
Mummy Crypt (EL 7)	345
Rain of Arrows, Rain of Fire (EL 6).....	347
Dragon's Den (EL 4)	349
Minotaur Maze (EL 7)	352
Grimlock Hunters (EL 3).....	353
Elemental Fundamentals (EL 9).....	355
Shrine of Evil (EL 10)	359
Chapter 29: Ten Things to Avoid When DMing	363
Don't Get Attached to Your Villains.....	363
Don't Try to Kill the PCs.....	363
Don't Let the Players Become Too Frustrated	364
Don't Compete With Other Entertainment	364

Don't Overcomplicate the Encounter365
Don't Play Favorites365
Don't Give the Players Everything365
... But Don't Be Stingy, Either365
Don't Sit There Like a Lump366
Don't Center the Game on One Player.....366

Chapter 30: Ten Things to Do All the Time When DMing367

Be Prepared367
Provide Various Challenges367
Start Each Session with Action.....368
Look for Opportunities.....368
Exude Drama in Your Descriptions.....368
Use Visual Aids368
Be Responsive369
Be Consistent.....369
Be Impartial.....370
Have Fun.....370

Index.....371