MINIMIZING PREP & MAXIMIZING PLAY FOR

Dungeon Masters

PANEL PRESENTED BY

The Resplendent Cave

Game Mastering Services

Overview:

Introduction

- Who I am
- What you will learn

Building a Frame Work

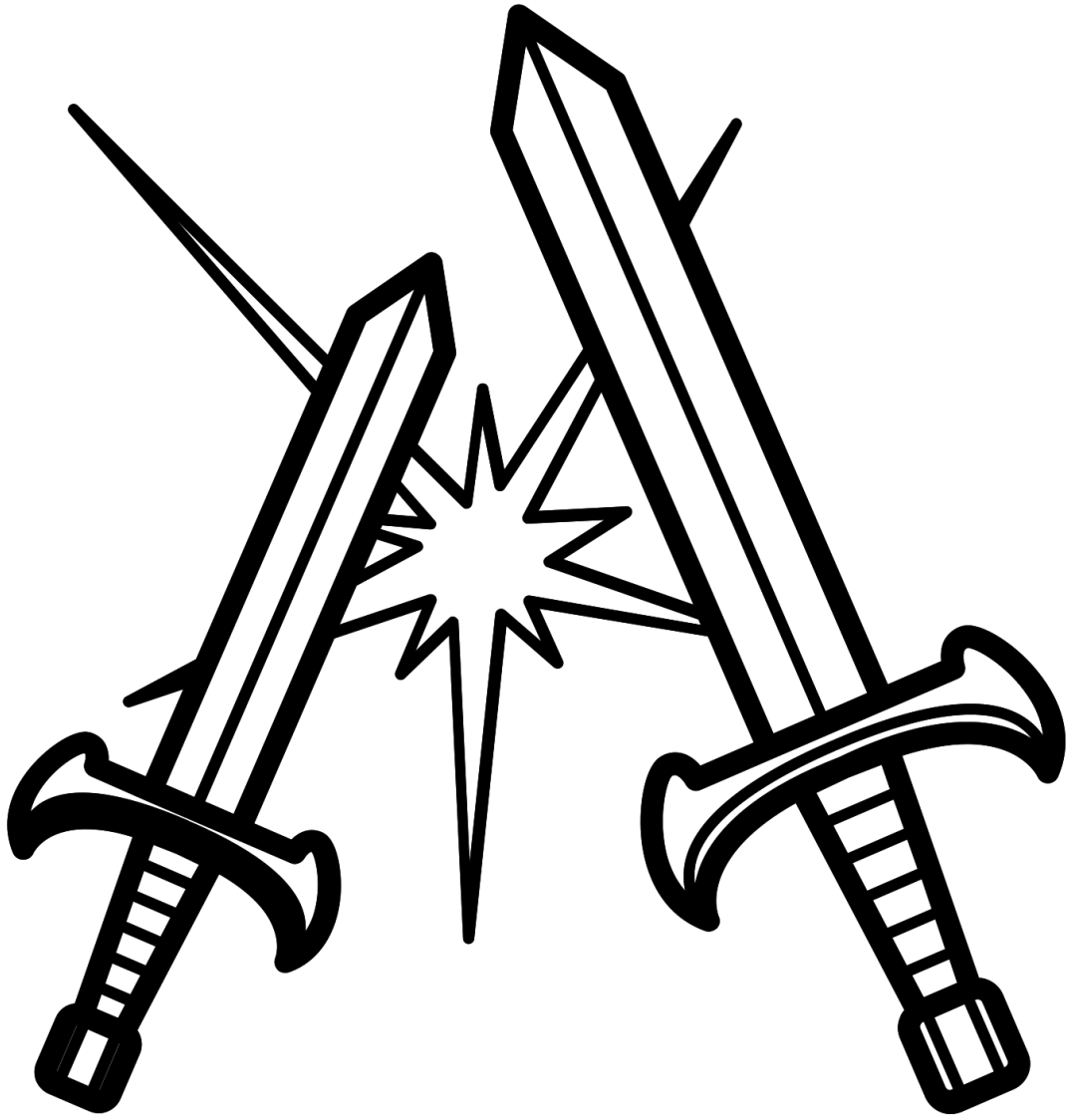
- ✓ 4 Types of main quests
- ✓ 3 Types of scenes
- ✓ Filling out a dungeon
- ✓ Quest chains

Resources

- Software and apps
- General Q/A

Big details first, small details last!

- This panel will focus on **speed drills and exercises**
- There will be **audience participation**
- If you want more opportunities to participate, sit closer to the front
- You'll need a **note taking app**



The four types of

Main Quests

Kill / destroy

- Slay the dragon
- Destroy the one ring
- Smash the phylactery

Escort / deliver / protect

- Briefcase full of money
- Merchant caravan
- The president

Steal / obtain / rescue

- Six infinity stones
- The nuclear launch codes
- The prince or princess

Achieve a condition

- Lift the frog's curse
- Win an election
- Learn to fly

Exercise #1

Write 3 types of quests for each category

- ❑ ***Kill / destroy***
- ❑ ***Steal / obtain / rescue***
- ❑ ***Escort / deliver / protect***
- ❑ ***Achieve a condition***

Resolving conflicts: The three kinds of

Scenes

Scenes make up the bulk of your adventures

- They are the obstacles between you and your main quest
- They represent obstacles preventing you party from completing the main quest
- The **final scene** is usually a battle
- The **starting scene** is usually in town

Scenes can be resolved in **three ways:**

✓ **Fighting** ✓ **Talking** ✓ **Completing Puzzles**

Exercise #2

Take a **main quest** you have previously written and come up with **five scenes** that prevent your party from completing their main quest

Example main quest: ***'Lift the frog's curse'***

Starting scene: *In a tavern*

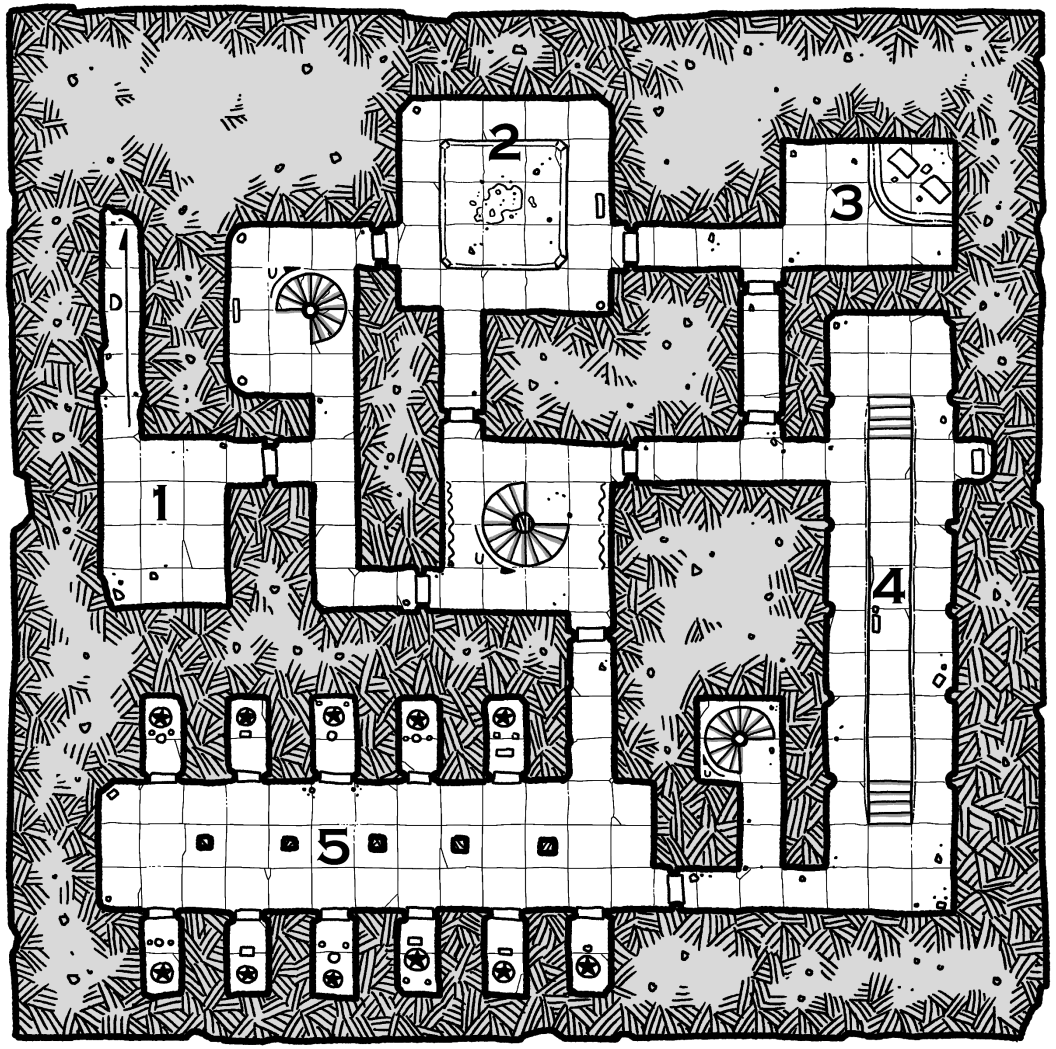
- Scene 1: Traverse the bear infested woods
- Scene 2: Revive the tree of healing
- Scene 3: Deal with bandits who attempt to rob you
- Scene 4: Convince a retired alchemist to brew you a potion

Final scene: *Defeat the genie that cursed the frog in the first place*

Quickly filling out

Dungeons

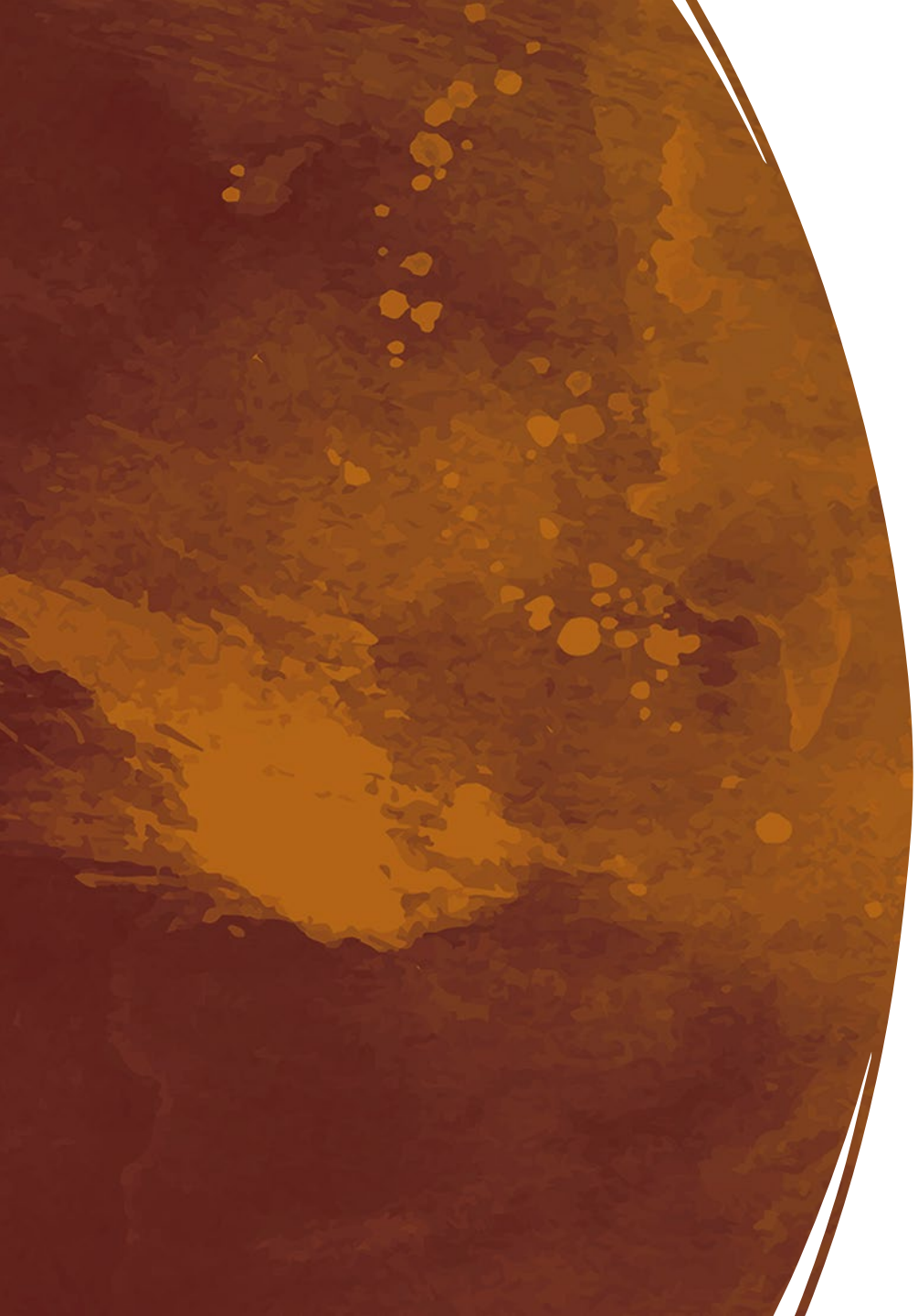
1. Determine the starting point
2. Place the goal as far away from the entrance as you can
3. Alternatively, lock the final room until all the rooms have been cleared
4. Create a scene for each room in the dungeon



Extending adventures with a

Quest Chain

- Quest chains are **series of quests that must be completed in order**
- The main quest cannot be resolved until a prerequisite quest is completed, which also has its own prerequisite quest
- The chain continues until the desired length is achieved



Exercise #3

Create a main quest and 3 prerequisite quests that must be completed in order

Example: Buy a potion from the witch

1. You must climb the mountain to reach her
2. The store won't sell you climbing gear until you clear out the kobold cave
3. Only Kuei the Noble, knows where it is. He won't tell you until you help him feed his pet bear, Bosco
4. Actually, it's Bosco who knows. You need someone who can speak bear or a spell

Resources

Maps

- https://dysonlogos.blog/maps/
- https://www.reddit.com/r/battlemaps/

Software / Webapps

- DungeonDraft
- https://tetra-cube.com/dnd/dnd-statblock

Generators

- https://donjon.bin.sh/
- https://fastcharacter.com/
- http://www.npcgenerator.com/