

THE ILLIZ DM'S GUIDE



**DUNGEONS
& DRAGONS**

illiz

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INTRODUCTION

Welcome to The illiz DM's Guide.

Version 1.0B



This is a little guide that may make running a Dungeons & Dragons 5th Edition game a little easier. In this guide you will find links and descriptions to great resources I have found over the years whilst running tabletop RPG's.*

These include:

- Dungeon Master Tools
- Encounter Builders & Generators
- Name Generators
- City/Town Generators
- Language Dictionaries
- Magic Item Generators

***Please note** that I do not lay claim to these awesome tools, nor did I actually make them, I just simply collated them here for you to find.

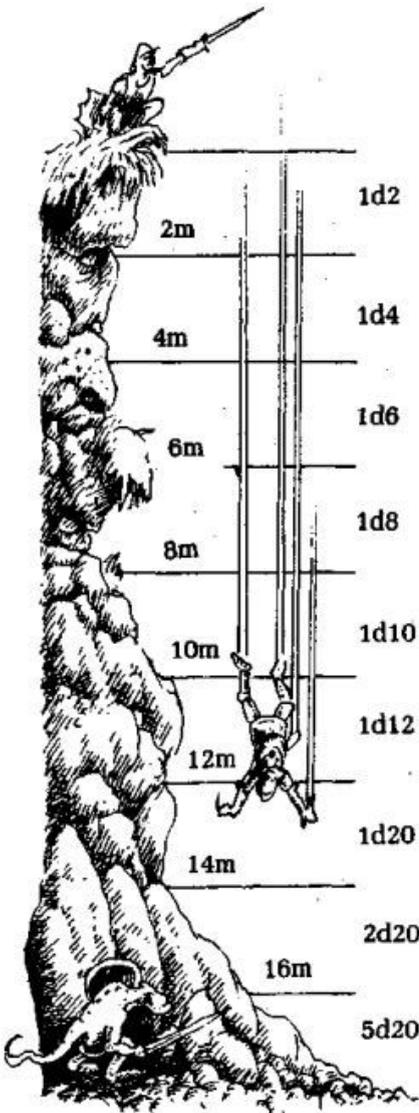
DM TOOLS

In this section I will discuss some helpful tools that a DM/GM can use to enhance their planning of their game as well as help with a smooth game night.

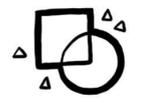
An illiz DM Tip:

If you want to get more RP (roleplay) out of your characters make sure that when they engage an NPC you ask them to “speak to Urdorn the Wise in character”.

When your player asks you a question for their character, ask your player to “ask the barkeep as your character, you might get a better answer out of her!”.



THE 8 SCHOOLS OF MAGIC

ABJURATION  PROTECT STUFF	ILLUSION  MAKE STUFF SEEM LIKE OTHER STUFF	ENCHANTMENT  MAKE THINGS DO STUFF	DIVINATION  KNOW ALL THE STUFF
EVOCATION  DESTROY STUFF	TRANSMUTATION  CHANGE STUFF INTO OTHER STUFF	NECROMANCY  DO CREEPY STUFF	CONJURATION  MAKE STUFF APPEAR

 R-N-W.NET

ENCOUNTER TOOLS

These tools will help you create and run encounters. Hopefully your fights will be balanced and engaging.

An illiz DM Tip:

Don't be afraid to put a trap or some sort of obstacle in the battle environment to give it a little more flavour.

The "When does everyone have their turn?" on one page tool!

I use my Monster Manual, Volo's Guide to Monsters, etc to find foes for my players to smash apart and add them into here. Make sure you use the encounter creation rules in the Dungeon Master's Guide.

<i>Tool</i>	<i>URL</i>
5e Encounter Tracking Sheet	http://files.meetup.com/16793672/5th%20Ed%20Encounter%20Sheet%20v5.pdf

The "Am i going get an entire TPK again or not?" tool:

After I create an encounter I use this to ensure I don't kill you guys or ensure it's not too easy.

It's a good example of how to set up different level encounters without stressing if you are doing it right. The encounter difficulty modifier was a little weird to wrap my head around at first. Kobold Fight Club is my favourite.

<i>Tool</i>	<i>URL</i>
5e Encounter Generator	http://kobold.club/fight/#/encounter-builder http://tools.goblinist.com/5enc

The "What monsters should I use?" tool:

Yes we have a Monster Manual, but sometimes we just want to copy/paste the stats into a PDF or print the monster's stats. This is a great website to use with all of the monster manual beasts/humanoids/monstrosities/etc. Just click the translate and all should be readable.

<i>Tool</i>	<i>URL</i>
5e Monster List	http://www.aidedd.org/regles/bestiaire/liste/

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DUNGEON MASTER REFERENCES

Here are some other helpful DM tools that I use on occasion:

1. The Roll20 D&D 5e page is a great place of knowledge for those who may not have a PHB.
2. The DMs Guild has a heap of aftermarket 5e content, classes, weapons, adventures, i have picked up a few to enhance my games.
3. The 5e Quick Reference is great for a DM and can be useful for a player to use also.

<i>Tool</i>	<i>URL</i>
Roll20 D&D 5e Home	https://roll20.net/compendium/dnd5e/BookIndex
DMs Guild	http://www.dmsguild.com/
5e Quick Reference	https://crobi.github.io/dnd5e-quickref/preview/quickref.html

MISC HELPFUL TOOLS

The “Ah..yeh...the orc has ‘X’ in his pockets?” tool!

I usually add logical items into the Encounter Tracking Sheet but sometimes I will use this and some of my own roll charts to determine random loots in a bag or chest.

<i>Tool</i>	<i>URL</i>
RPG Common loot sheet	COMING SOON

The “WOC Sanctioned expanded” laws/classes/magic tool!

Unearthed Arcana are articles created by WOC to expand/enhance D&D 5e. This book is a collection of articles styled like an official D&D book.

<i>Tool</i>	<i>URL</i>
CODEX: Unearthed Arcana	https://drive.google.com/open?id=0B6iVuTSSC6Q6TDN4YIZnOGQ5S0k

Some “lets make a cool thing... I mean cool things...” tools.

These are some tools (along with your imagination) that will create the world in which your player’s characters become heroes (or villains).

<i>Tool</i>	<i>URL</i>
City Generator	http://strategerygames.com/citygen/
Weak/Minor Magic Item Generator	http://www.lordbyng.net/inspiration/ http://www.lordbyng.net/inspiration/tables.php
Name Generators	http://fantasynamgenerators.com/
5e Quick Reference	https://crobi.github.io/dnd5e-quickref/preview/quickref.html

The “I want my character to feel real” flaw & weakness guide!

A great tool to familiarise yourself with the actions and the status effects that one can take in 5e. You rolled a 5 Athletics to *long jump* the swampy river, 5 fails; you fall into the goopy water, feel something gripping your ankles and you are now *restrained*!

<i>Tool</i>	<i>URL</i>
D&D Drawbacks - weaknesses & flaws	http://connorscampaigns.wikidot.com/all-drawbacks

An illiz DM Tip:

In my campaigns I ask my players to take at least 1 minor flaw. Why would they do this? (Besides making a more dynamic and realistic character?) they get some bonuses to balance the flaws/weaknesses/drawbacks.

For every minor flaw they get a proficiency (which must be backed up by their back story, e.g. A wizard shouldn’t have proficiency in heavy armour unless it makes sense for the character have learnt how to fight in heavy armour).

For every major flaw they get to choose a feat. The maximum is 3 major flaws, the minimum is 1 minor flaw.

LANGUAGE DICTIONARIES

The ‘What does Dwarven runes look like?’ tool

Want to make your non-human races feel a little more cultural? Use these sites to thicken your world!

<i>Tool</i>	<i>URL</i>
Elven Dictionary	http://www.grey-company.org/Circle/language/com2elv.htm
Dwarven Dictionary	https://www.scribd.com/doc/17817661/d-d-3rd-Edition-Dungeons-and-Dragons-Dwarven-Dictionary

PLAYER TOOLS

Here are some tools which a player would find helpful when playing in one of your games. Suggesting this to them may make you look like a well rounded DM/GM. Also if you are a player and reading this, you now know all of our DM secrets, you have 7 days to live. Just kidding, but seriously let us build you a more dynamic character.



An illiz Player Tip:

Do you want to play an excitingly more dynamic character? Ask your DM about Flaws/Weaknesses/Drawbacks.

They won't just make your character believable they will get you some pretty sweet bonuses (if you follow my rule above in the DM section)

Did you say 'digital character sheets?'

So you figured digital means is the best way to keep track of your character and all of the arrows the pick out of goblins? Probably true. Below you will find a spell list and two character sheets. You will have to get access to the dropbox which has the database for the Fight Club 5th Edition app.

Name	OS	Link
Fight Club 5th Edition	IOS	https://itunes.apple.com/au/app/fight-club-5th-edition/id901057473?mt=8
Fifth Edition Character Sheet	Android	https://play.google.com/store/apps/details?id=com.wgkammmerer.testgui.basiccharactersheet.app
OrcPub 5e Character Sheet Generator	Windows (maybe IOS or Android tablet)	http://www.orcpub.com/dungeons-and-dragons/5th-edition/character/generator?
Donjon 5e Spell Sheet	Windows (maybe IOS or Android tablet)	https://donjon.bin.sh/5e/spells/
DnD-Spells.com	Windows, IOS, Android	http://www.dnd-spells.com/spells
D&D Beyond (OFFICIAL)	Browser Based	http://dndbeyond.com/

The “I have options?” for character sheets zip file!

BOOM! Choose a character sheet! Some you can type your values into some you can't. Also some pre-generated characters if you are joining a one-off or if your boring.

<i>Tool</i>	<i>URL</i>
A selection of Official 5e Character Sheets (some are form fillable)	http://dnd.wizards.com/articles/features/character_sheets

The “I’m what? Charmed? WTF is CHARMED?” guide!

A great tool to familiarise yourself with the actions and the status effects that one can take in 5e. You rolled a 5 Athletics to *long jump* the swampy river, 5 fails; you fall into the goopy water, feel something gripping your ankles and you are now *restrained!*

<i>Tool</i>	<i>URL</i>
A 5e Quick Reference (as suggested above in the DM tool list)	https://crobi.github.io/dnd5e-quickref/preview/quickref.html

The “Who should I play?” infographic for players!

So you don't know what class to play? Now you do!

<i>Tool</i>	<i>URL</i>
D&D 5e Infrograph	https://www.lucidchart.com/pages/flowcharts/which-dungeons-and-dragons-class-should-you-play