

# News For Noobs

## Disastrous DM



What game seems to be like.

When I ran my first Dungeons and Dragons game I made a few simple mistakes that other beginner Dungeon Masters also do. I made these mistakes because I was still new to D&D and I didn't have someone helping me learn how to run a game.

First, I assumed that all encounters had to actually be random instead of just appearing to be to the players. Because I thought this, during my first

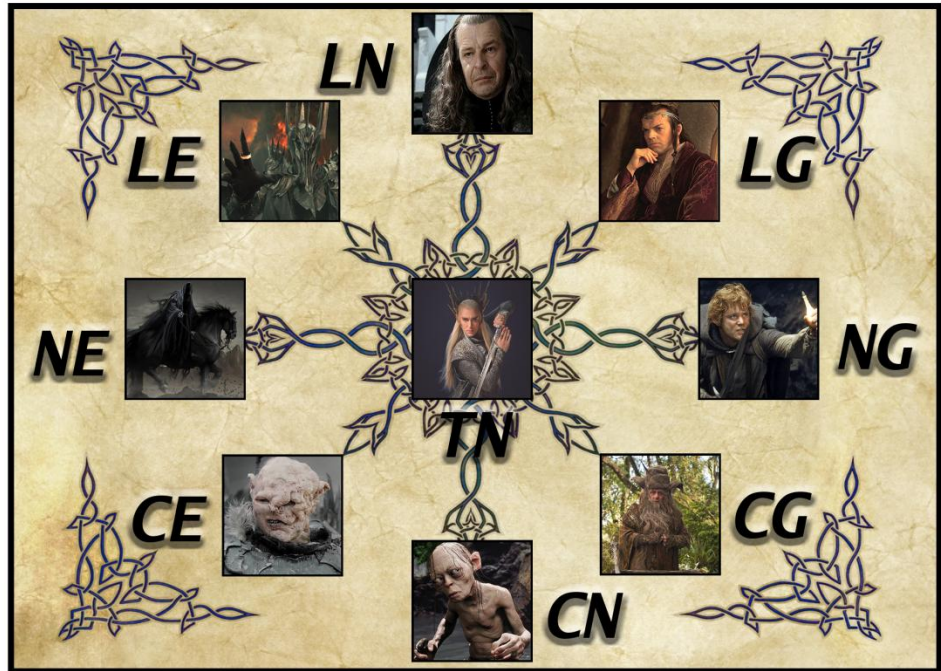
game I spent more time looking up stats on monsters than running the game. I made the mistake of thinking I knew the monster information well enough to not have to look up information while I was running game. This wasn't true because I was still a beginner. If I had planned the monster encounters ahead of time instead of trying to figure things out during the game, it would have run more smoothly because I wouldn't have wasted time looking for more information. Looking up the information I need for a game ahead of time helps the game run better and the players don't get bored. If it takes too long to look something up during a game that's the sort of thing that you should plan before hand and have within easy reach.

The second mistake I made was going into too much detail for the random things players would do. For example one player decided to go hunting and in response I looked up the stats on the animal that he hunted, which was unnecessary. Instead of doing what I did during this game session I could have used a percent die (the ten-sided one with two numbers on each side). Using the percent die would have eliminated looking up the stats in the first place I could have just used a "yes he got it or no he didn't" in the hunting situation instead, causing gameplay to run better.

After my first experience DMing I learned the importance of planning everything ahead of time and of using a percent die. I learned that planning ahead of time makes gameplay run smoother. I learned to use a percent die to determine a simple yes or no answer to answer to an action like the hunting situation. Learning these two things helped me improve as a DM.

# Character Alignment

Alignment is the reading on a character's moral compass. We can explore the different points of the compass by examining different Lord of the Rings and Hobbit characters, since we both know that Tolkien's universe inspired almost all of modern Fantasy as a genre including Dungeons and Dragons.



Moral Compass

## True Neutral-Center of Compass

Thranduil, the King of Mirkwood, has a true neutral or neutral neutral alignment because he only cares about what happens within his borders, and ignores anything outside of those bounds.

## Lawful Neutral-Top of Compass

Denethor's (the steward of Gondor) alignment falls into the lawful neutral category because he upholds the laws of his city, and he's not promoting himself to be king. He wants to protect his city without worrying about the rest of Middle-earth.

## Chaotic Neutral-Bottom of Compass

Smeagol, or Gollum, has a chaotic neutral alignment because he only cares about one thing, the One Ring. He will do anything in his power to obtain possession of it.

## Lawful Good-Top Right of Compass

Elrond falls under the lawful good category because he believes in following and upholding laws and doing what is best for Middle-earth.

“Character’s  
Moral  
Compass”

### **Neutral Good-Middle Right of Compass**

Sam-wise Gamgee is a neutral good character because he only cares about taking care of his master, Frodo. He'll do anything he must to keep Frodo safe and help Frodo through his journey.

### **Chaotic Good-Bottom Right of Compass**

Radagast the Brown has a chaotic good alignment because he only does things for a good cause, but he'll do anything if he thinks it's for a good cause. For example, send Gandalf to speak with Saruman.

### **Lawful Evil-Top Left of Compass**

The Dark Lord Sauron has a lawful evil alignment because he wants government, but it has to be his government. He wants to take over the world for his own personal gain.

### **Neutral Evil-Middle Left of Compass**

Ring Wraiths are closer to neutral evil because their only desires are power and following their master's orders.

### **Chaotic Neutral-Bottom Left of Compass**

Goth Mog, an orc leader in Sauron's army, falls into the chaotic evil alignment because he kills more for the enjoyment of it than because he was ordered to.

These are examples of the different moral alignments a character can have. They also illustrate the different actions or beliefs associated with each alignment.

# Fun Stories

## Ice Cream Elementals

Imagine exploring an old mansion with a group of friends. Your friend, the rogue, finds and opens a chest and discovers three silver spoons, equal to the number of your group. After a short debate you each take a spoon and continue to explore.

You and your friends wander into another room and find a human-sized pile of pink, creamy ice. This pile of ice attacks you and your friends. You fight back only to discover your arrows and swords won't damage the creature.

Your friend, the ranger, pulls out her silver spoon and yells for you to do the same. "Eatit! It's Ice cream!"

Confused you stare at your friend as she shovels pieces of the monster into her mouth via the silver spoon. The rogue immediately follows her example and you realize that the spoon is the only thing that can permanently hurt the slurpy monster.

All three of you eat until there's nothing left of the creature and the slump to the floor with brain freezes and stomachs, relieved to have won the battle.



“Eat it!  
It’s Ice  
Cream!”

“The  
Goblins  
... only  
attacked  
to steal  
food in  
the first  
place.”

# Alternate Victory



You're traveling with a group of humans and a half-minotaur. Your smallest companion, a young girl of 15, is curled up, asleep on top of the half-minotaur's head. As your group moves along a country road a large group of goblins suddenly attacks you.

The fight continues for some time and the half-minotaur grows bored of it. He leaves and makes a large pot of soup. Then he comes back

and waves down the goblins and the party and uses his grunting and sign language to offer the food to both sides.

The goblins hesitantly accept the offer because they only attacked to steal food in the first place. The soup is so good that the goblins warm up to the group and by the end of dinner the goblins, humans, and half-minotaur are all friends. Meanwhile the smallest human is still sound asleep on top of the half-minotaur's head.

## Images Sources

- <http://upload.wikimedia.org/wikipedia/en/6/69/Elrond11.jpg>
- [http://img3.wikia.nocookie.net/\\_cb20090109192224/lotr/images/9/9d/Samwise the Brave.jpg](http://img3.wikia.nocookie.net/_cb20090109192224/lotr/images/9/9d/Samwise%20the%20Brave.jpg)
- [http://img4.wikia.nocookie.net/\\_cb20121113130115/lotr/images/b/b6/Radagast the Brown.PNG](http://img4.wikia.nocookie.net/_cb20121113130115/lotr/images/b/b6/Radagast%20the%20Brown.PNG)
- [http://images4.fanpop.com/image/polls/752000/752582\\_1308649771151\\_full.jpg](http://images4.fanpop.com/image/polls/752000/752582_1308649771151_full.jpg)
- [http://img2.wikia.nocookie.net/\\_cb20131221121940/lotr/images/e/e9/Thranduil design 4.jpg](http://img2.wikia.nocookie.net/_cb20131221121940/lotr/images/e/e9/Thranduil%20design%204.jpg)
- <http://upload.wikimedia.org/wikipedia/en/e/e0/Gollum.PNG>
- [http://lotrproject.com/char/images/500/sauron lotrmovie.jpg](http://lotrproject.com/char/images/500/sauron%20lotr%20movie.jpg)
- [http://img1.wikia.nocookie.net/\\_cb20120304143618/lotr/images/5/55/NazgulHorse.jpg](http://img1.wikia.nocookie.net/_cb20120304143618/lotr/images/5/55/NazgulHorse.jpg)
- <http://i.ytimg.com/vi/rEsGoNo1NGk/maxresdefault.jpg>
- <http://khelan.net/gallery/d/23270-1/Compass+wallpaper.jpg>
- <http://www.clipartbest.com/cliparts/nTB/Mkx/nTBMkxyTA.png>
- <http://www2.mtsd.k12.wi.us/steffen/outdoored/clipart/campfirecooking.jpg>
- <http://thumbs.dreamstime.com/z/strawberry-ice-cream-12802006.jpg>
- <http://www.1zoom.me/en/wallpaper/201362/z788.2/%26original=1>