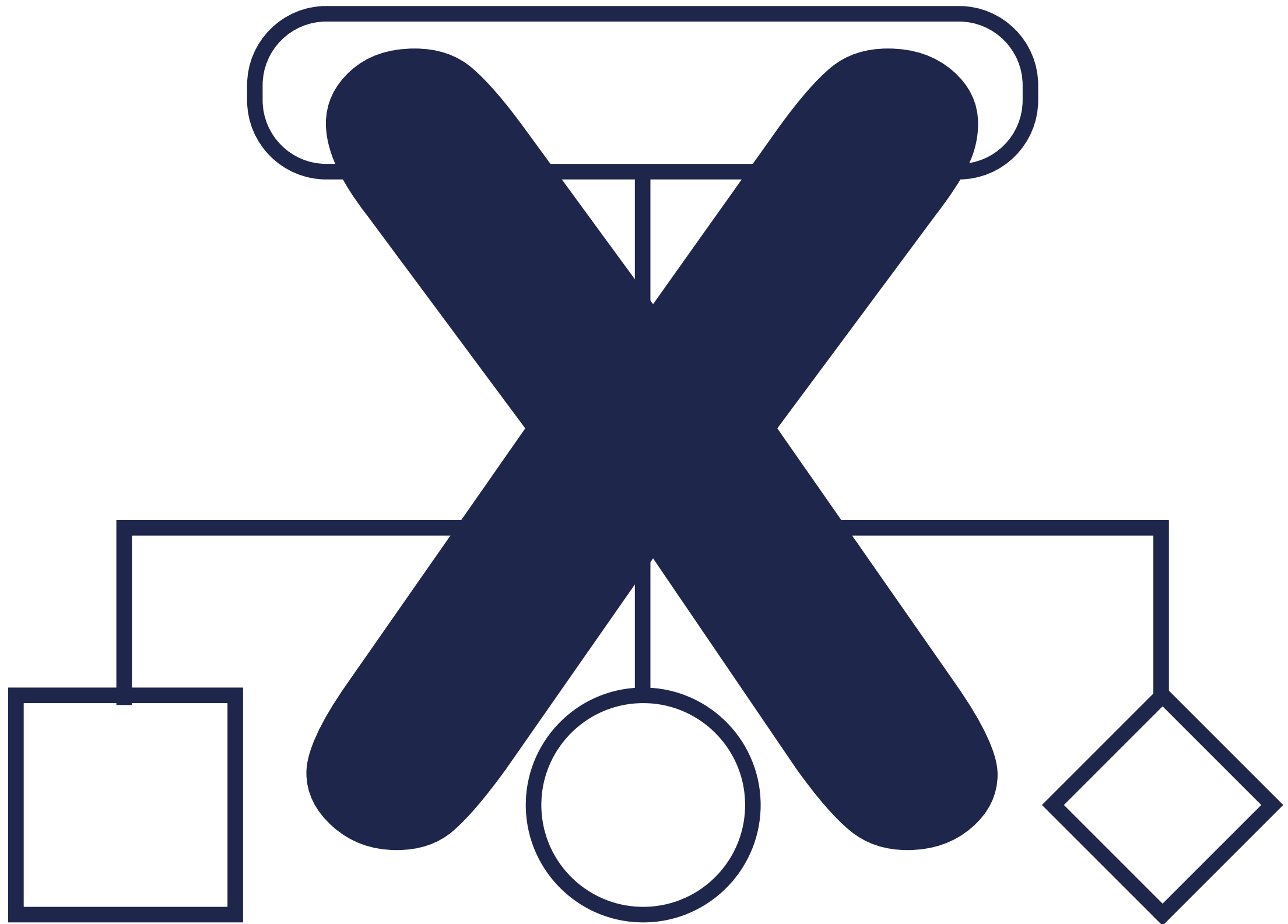


SKILLS I LEARNED BY PLAYING DUNGEONS & DRAGONS

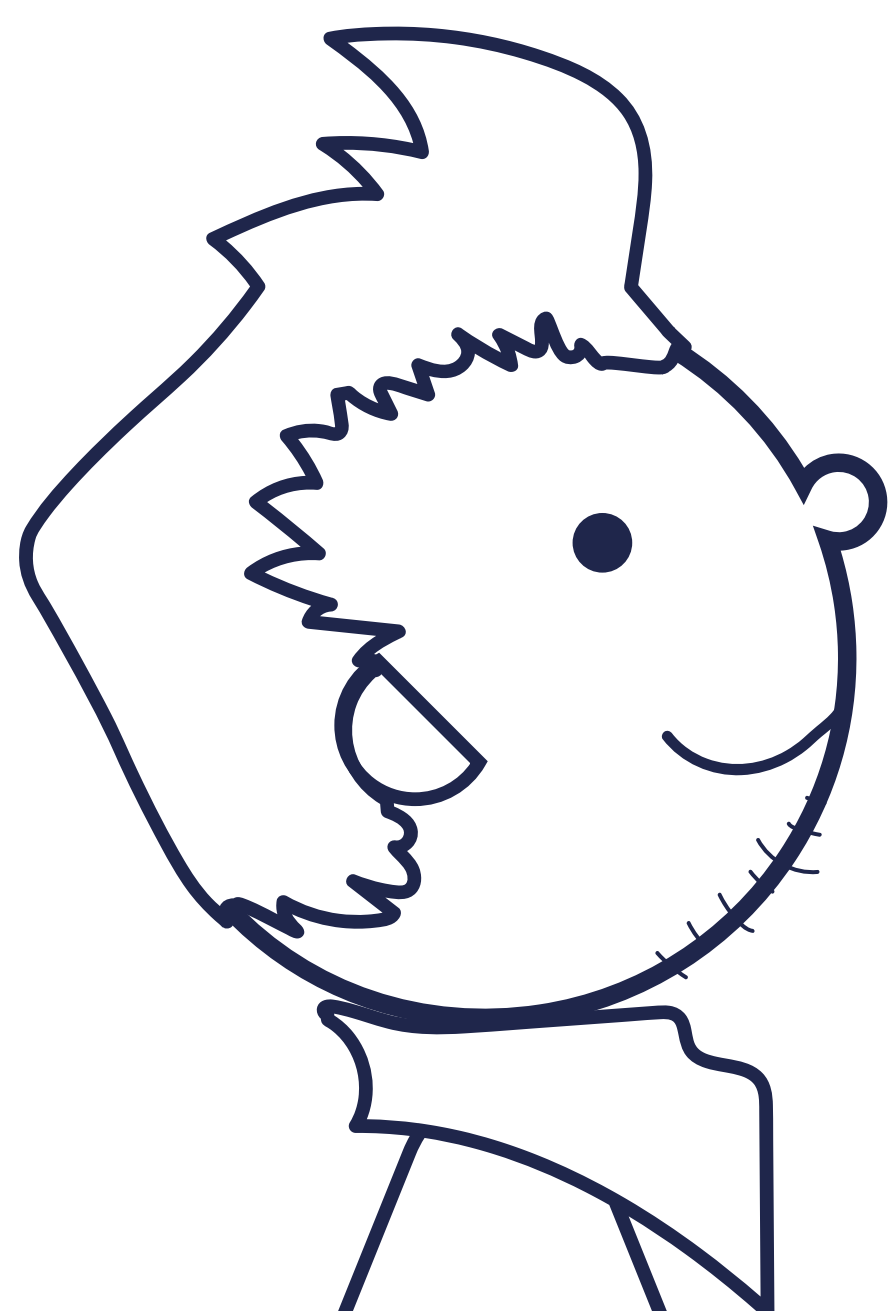
PART II: PLANNING



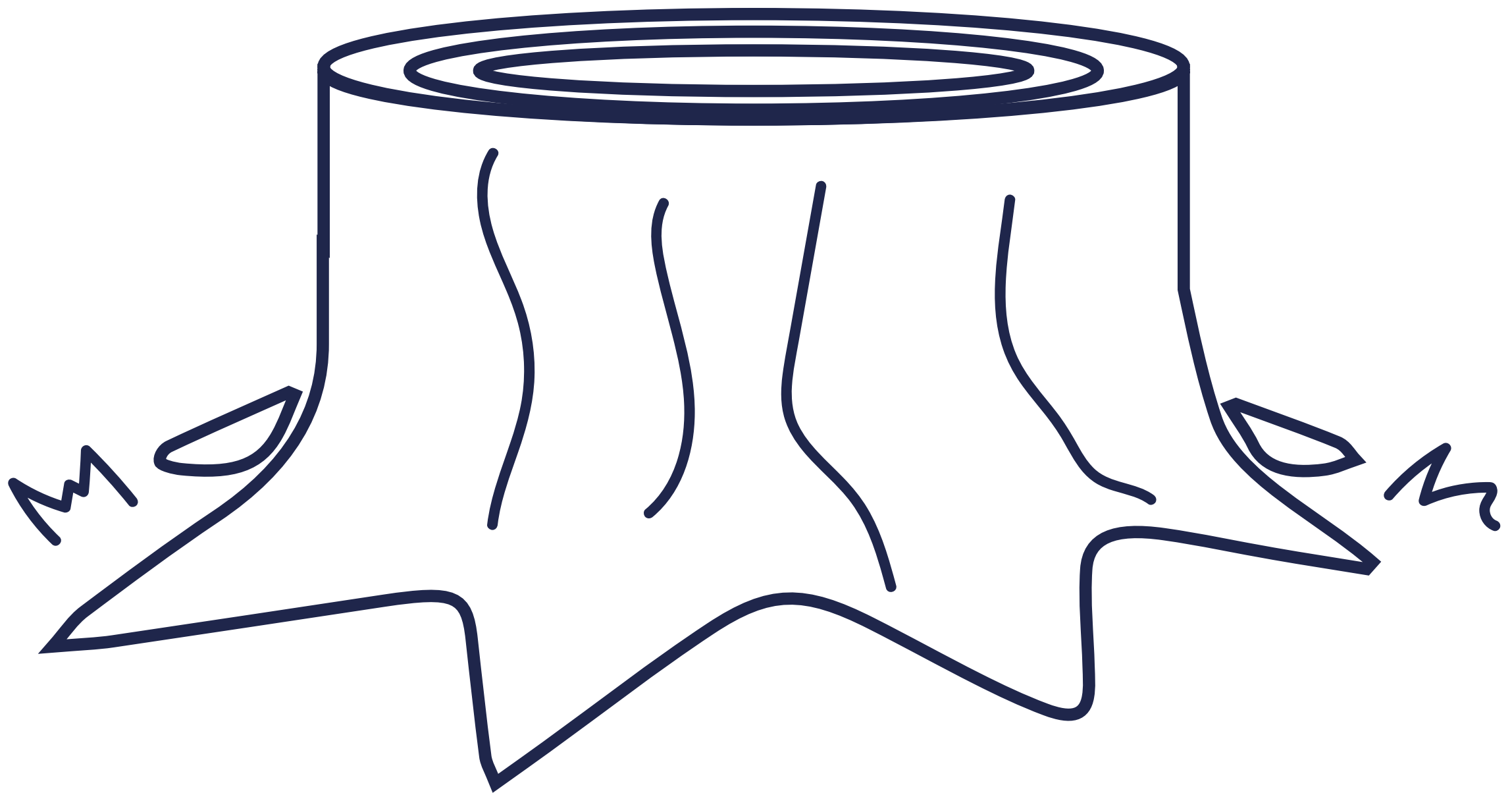
Sometimes, as a DM, you can plan for every single possibility and it.
Just. Won't. Happen.



People are creative,
unpredictably so,
and they will throw
you for a loop. I once
had a character spend
six hours chopping
down a tree.



The rest of the party waited for them to chop the thing down.*



*And in case you're wondering, this is the same character that lost their pants to rats.

Did it waste time? Absolutely.



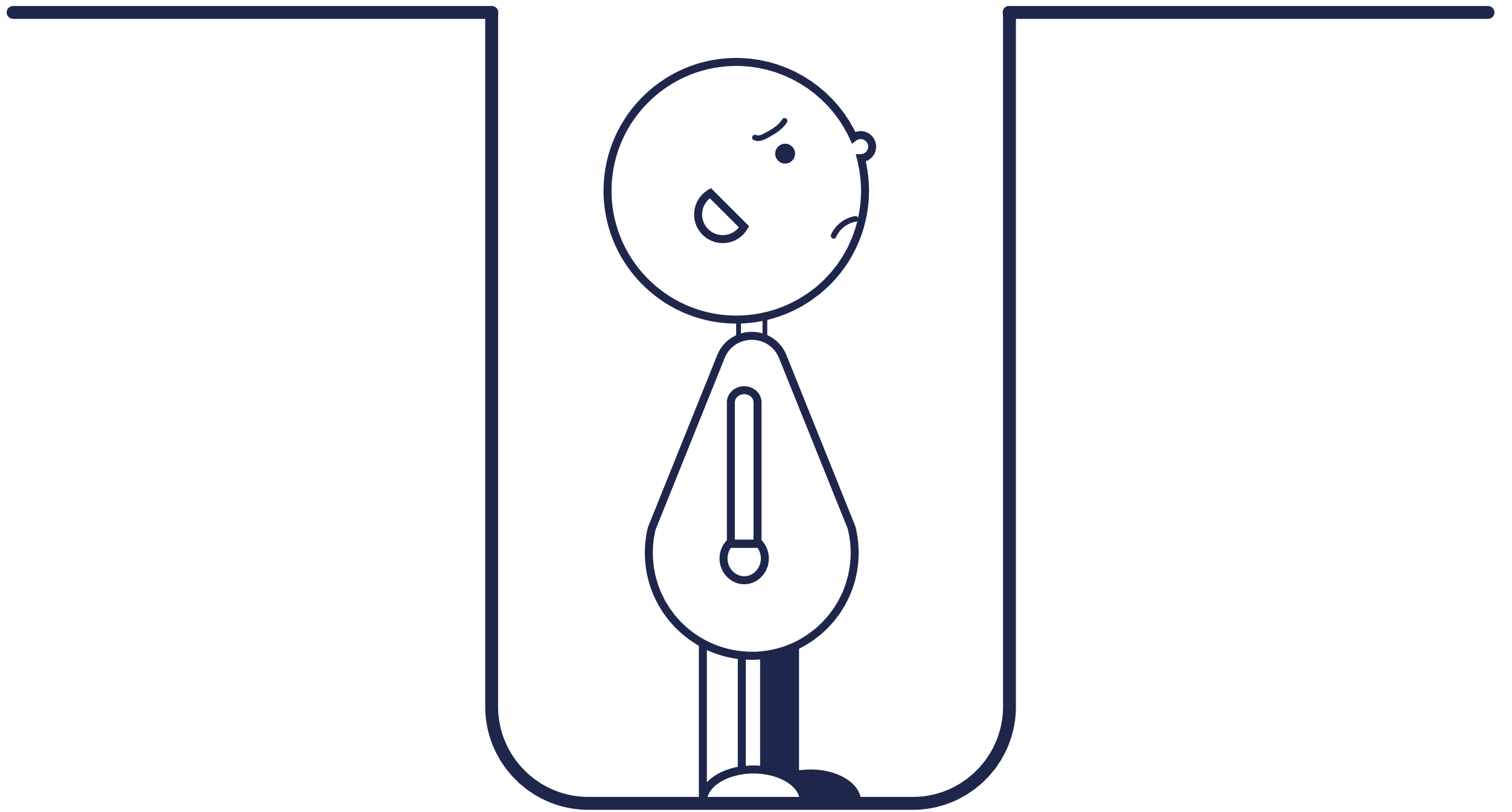
Was this on my session plan?

Nope.

BUT IT WAS FUN
AND ADDED TO
THE CHARACTER'S
PERSONALITY.

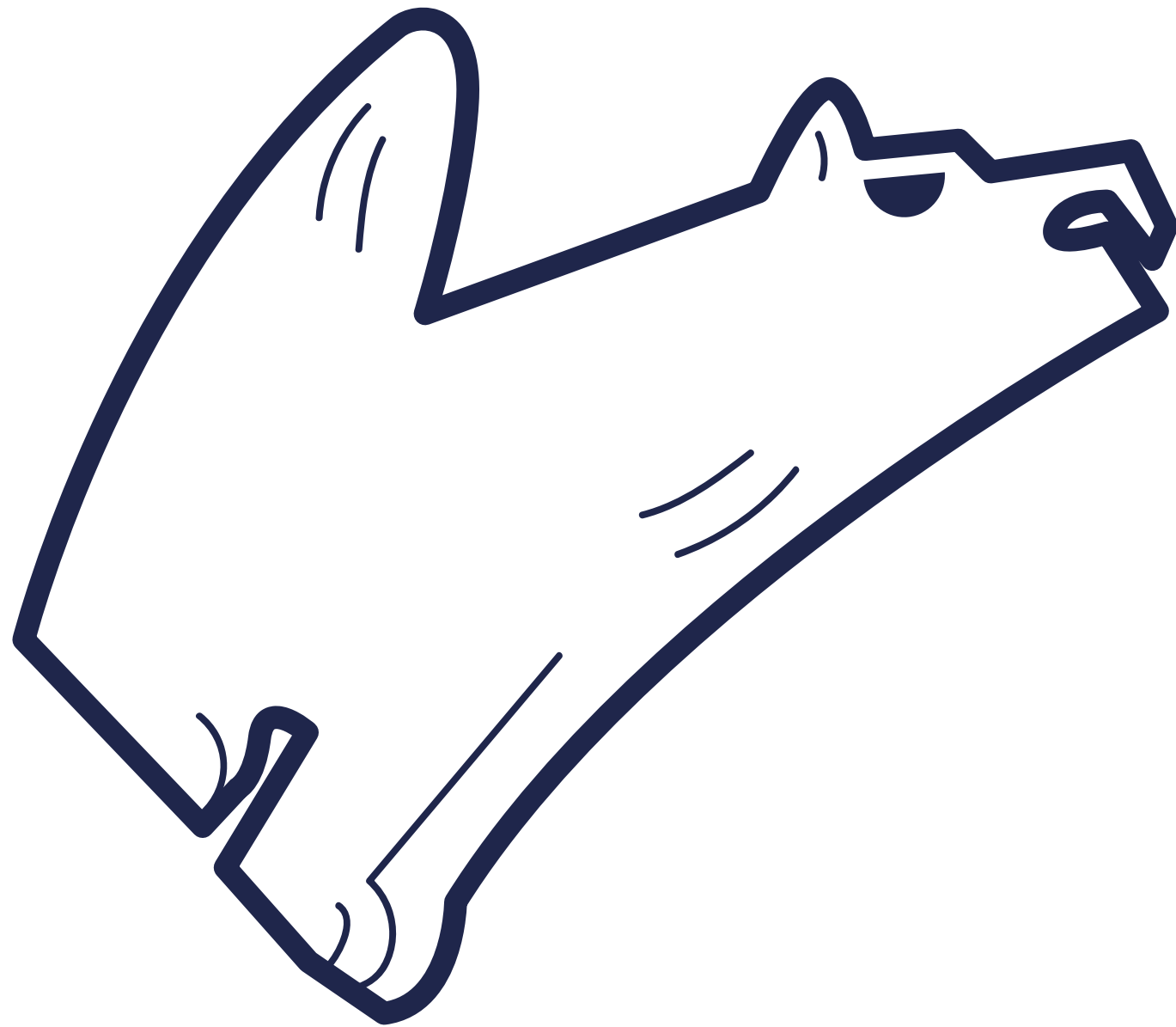
When you act as DM, you have to constantly think on your feet. The direction and flow of the story relies on what you do.





That's not to say 'scrap the plan', because that just leaves you with plot holes and an unreliable narrative.

It's to say, be flexible in your approach.
Accept curveballs and roll with them.
Unexpected events may give you the
fodder to create something more exciting.



That tree the character chopped down?
They whittled it into plot relevant statues.

When things don't go according to plan; **keep calm, assess the situation, and act with integrity.**

Hidden opportunities are more likely to reveal themselves when you do.