



Checking Egos At The Door

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“Roleplaying is a group activity. One cannot enjoy roleplaying alone. Sometimes the GM’s job is made more complicated by conflict that takes place within the group, when arguments and fighting takes place between characters and players.”

- Andrew McLaren

The Role of the DM



Tip 1: Be Self Aware

- You need to figure out what your GMing strengths and weaknesses.
- Understand who you are as a GM.
- Be comfortable about who you are as a game master.
- Be YOU!



Tip 2: Set Expectations

- Set your expectations for the table up-front... Before any dice are rolled.
- When things get too heated, re-focus your players that D&D is a game helps.



Tip 3: Get To Know Your Players

- Knowing the personalities around the table will give you good insight on how to manage them.
- Remember D&D is a social game – players interact with everyone on the table.. INCLUDING THE DM!



Tip 4: Get To Know The Characters

- Knowing the characters will help you guide the type of encounters you throw at them.



Tip 5: Observe & Listen *(i.e Reading your players)*

- Everyone gives off physical and verbal cues to show their emotions. Catch those cues and you are able to jump ahead of the problem!
- DMs have to be able to differentiate between Character vs Player.



Tip 6: Adapt & Improv

- Encourage characters to explore emotions in game; give them some time and an avenue to be able to settle their differences.
- Know the value of “Yes, and...”



Tip 7: Be Open & Be Bold

- You are a person as well - Share your concerns with your players!
- Allow your players to tell you their concerns.
- Be rational!



Curbing Toxic Behaviour

- Be on the look out for signs that point to such behaviour.
- You are empowered! Call out such behaviour immediately. Hit pause on the game if you have to.

D&D ADVENTURERS LEAGUE CODE OF CONDUCT

BE INCLUSIVE, FUN, AND SAFE!

All D&D Adventurers League participants are here to have fun and should feel safe and included at all times. All participants (players, Dungeon Masters, and organizers) are expected to adhere to this **Code of Conduct**.

Participants must conduct themselves in a manner that is conducive to the enjoyment and safety of others at the event.

Avoid excessively vulgar, sexual, or overly mature language and themes.

Follow the DMs lead, avoid arguing with the DM or other players over rules.

Let other players speak, avoid talking over others.

Avoid excessive cross-talk that is not relevant to the adventure being played

Allow other players to get attention from the DM.

Discourage others from using social media to bully, shame, or intimidate other participants.

Avoid phone conversations at the table. If you must take a call, please excuse yourself from the table until your call is completed.

No tolerance is given for theft or aggressive behavior.

Theft and aggressive behavior are grounds for immediate removal from the play area and the premises.

Aggressive behavior includes threats of or actual physical aggression, using racial, gender, or cultural slurs against another participant, and otherwise harassing other participants.

WHAT TO DO?

Participants who feel as though they are in an unsafe environment should notify the organizer of the event immediately.

Participants noticing disruptive behavior should make those responsible for the behavior aware of their actions.

If a participant feels uncomfortable bringing it to the attention of the disruptive individual, the participant should notify the Dungeon Master or organizer of the event immediately.

The Dungeon Master has the right to ask a disruptive player to leave the table and speak with the organizer.

The organizer has the right to remove a disruptive or aggressive player or Dungeon Master from the play area or premises.

WHERE FRIENDSHIPS ARE FORGED AT THE TABLE!



Any Questions?