

# D&D Game Play

<https://www.youtube.com/watch?v=jT3FRzEJDp8>



## Dungeon Master

- sets the scene
- creates obstacles/adventures
- adapts to player actions

### Set the scene

- You are ...
- Your objective

## Movement/Attacks

### Roll

- Roll die and add modifier

### Difficulty Check

All checks have a Difficulty Checks which must be exceeded to pass.

When the DM decides on a DC, we may use this table as a reference.

Skill	DC
Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30

### Skill Check

- Insight - Decide if someone is speaking the truth
- Stealth
- Intimidation

### Saving Throws

- Dexterity saving throw - quickness and agility

### Attack

- Must get higher than AC (Armour Class)
- Die roll plus attack bonus
- Calculate damage using weapon stats

### Range Attacks

- Make sure you are within range (ie. short bow has a range of 120')

### Combat Round Sequence

- Is anyone surprised?
- Everyone rolls initiative (1d20 + initiative total [based on dexterity modifier] )
- DM puts everyone in initiative order
- In initiative order, everyone takes a turn. Surprised creatures can't take any action for the first round.

### Turn consists of

- movement
- action (attack, cast a spell, dash, disengage, dodge, help, hide, ready, search, use an object)
- additional actions based on class features

### Critical Hit

- Roll 20
- Some may have lower die roll for critical hit
- always hits
- double base damage + modifier (normal 1d6+2, roll 4 - damage  $4 \times 2 + 2 = 10$ )

### When HP =0

- monster is dead
- Ask player how you kill this monster

### Death Saves

- Players who loose all hit points would not necessarily die. They would be knocked down...
- See death saves

## Spells

Players with spell casting abilities will have a known number of spells and will have to prepare a number of spells every day.



## Known Spells

Class	Know Spells
Cleric	All
Wizard	All Spells in spell book

## Prepared spells:

Example:

Class	Level	Attribute Bonus	Total Prepare Spells
Wizard	3	3	6
Cleric	-	-	All

Ritual Spells do not have to be prepared.

Cantrip spells can be cast at any time without being prepared.

## References

Reference	URL
D&D Starter Kit Videos	<a href="https://www.youtube.com/watch?v=-oIIJJeVGpc">https://www.youtube.com/watch?v=-oIIJJeVGpc</a>