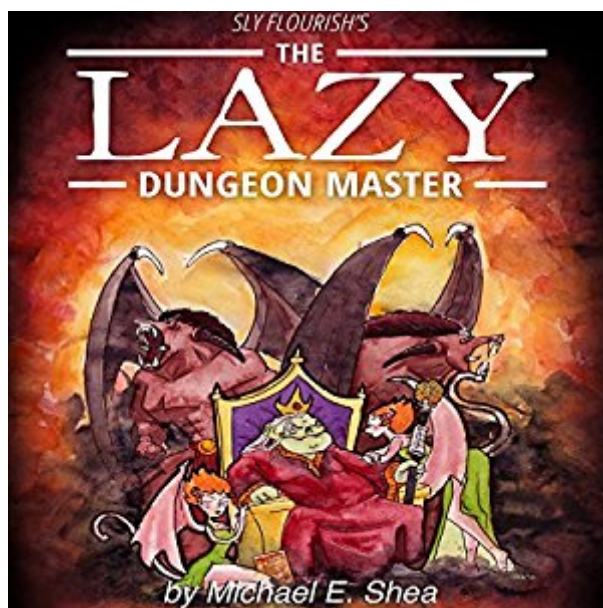


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Sly Flourish's The Lazy Dungeon Master



Synopsis

You love Dungeons and Dragons. As an experienced dungeon master, you've run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there's another way to look at how you prepare your game? What if it turned out you could spend less time and less energy and have a better game as a result? It's time to unleash *The Lazy Dungeon Master*. Written in the style of Sly Flourish's *Dungeon Master Tips* and *Running Epic Tier D&D Games*, *The Lazy Dungeon Master* shows a new approach to game preparation, one that takes less time and gives your game the freedom to grow at the table. This book will help a dungeon master prepare awesome games for any version of D&D. Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, *The Lazy Dungeon Master* includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game. Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest, *The Lazy Dungeon Master* has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.

Book Information

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Customer Reviews

First and foremost, this is not for an inexperienced GM. Now if you are an experienced GM, most of the advice is sound and I wish I had heard it on some occasion (many) years ago when an impromptu game was thrown on my lap on an afternoon and I didn't have anything with me but pen and paper - not even dice. The essence of the suggestion is: have seen it all many times and you don't need to prepare, reason why it won't work with inexperienced GM. First, nothing dispenses you from knowing the rules inside and out. Even if you play "permissive" systems such as AD&D 2e or

even Pathfinder (as opposed to 3e or 4e) you still need to know enough of the rules to be able to keep the balance while fudging. Second, lazy GMing requires access to much prepared material (NPCs, monsters, locations, encounters etc.) for which you need (1) access to the material right there at the table and (2) knowing your way around to find the needed information without searching. Third, this mostly applies to role-playing, not mechanics. Inexperienced GMs tend to rely on mechanics because the rules are math and give them a sense of mastery when pure role-playing cannot be codified that easily, hence more combat and less personal interactions. The real value of this short book, to me, is in the appendices where a few experienced GMs are interviewed with a set of standard questions about preparation and the value it brings to their games - even though I thought the questions were biased towards "preparation is not that important". There are a few tables aimed at providing ideas for campaign arcs or short on-the-spot adventures, but if this is what you are after I would strongly suggest getting the Pathfinder Game Mastery Guide, even if you are not playing Pathfinder. It is much more elaborate and addresses aspects barely touched here, such as the players archetypes and how to address them, a subject that would deserve more attention.

I've been gaming now since waaay back in the late 70's & I'd have to say this is probably one of the BEST books I've ever come across, whether for new Game Masters or those who have been running games for as long as I have or less. The book emphasizes using the imagination and gives loads of great ideas, input and feedback from many other GMs and players. The book is divided up into several chapters and I truly wish I would have had this book when I first started running games. There are very few books I can think of that are equal to this one that will help develop your storytelling and game-running expertise as well as this one will for such a cheap price. Books 5-10 times the price will be heavy on text and advice but this one will, in my honest opinion, assist you the GM in becoming a MUCH better storyteller. I could go on but let me honestly say that I love this little book and the emphasis is on simplicity and winging it. If that's NOT your strong point just yet, go through the book and I honestly think you'll be pleasantly surprised at how much better you will become. Of course, there will be some GMs who love planning their adventures, campaigns and other 'essential' info down to the T (I used to be one of those) but since reading this, I usually just wing it, having run hundreds of games with as much as perhaps, an hour's worth of brain-storming. A GREAT purchase worth every gold piece oops, I mean penny paid for it!

The beginning of the book says that it is really just for experienced DMs. I don't think that's true, anyone who DMs could benefit from this. It's honestly the best advice on running a game that I've

come across. Probably the reason it's recommended to experienced DMs however is that there is no secret formula to running the perfect game, in the end it's really about practice. And the advice in this book would probably sound ridiculous to someone just starting out. Confidence is one of the most important elements to running a game. If you are just starting out the only way to feel confident is to have everything prepared in advance... which is the opposite of what this book recommends. Here's what I would recommend to someone just starting out: Run a game straight out of some prepared adventure book. It won't be great because everything will feel a little stiff, but you will learn a lot and if you have a good group your players will have fun anyways. Once you've done that come back to this book and it will teach you why that prepared adventure did not work the way you wanted it too.

I am getting ready to launch my first "home-brewed" game, using the OpenLegend rule set, and this book really helped me realize how much I can relax and have fun. I was definitely falling into the approach of trying to create too much up front info on the world, characters, stories, etc. Other experienced GMs told me to start small, but until I read this book I didn't really have an idea of what that meant. This is a great intro. My one complaint is that, at least in the Kindle version, many links either didn't work at all or took me to a root page that was not the specific content mentioned, requiring me to search for it myself.

A DM years ago, I recently got back into D&D when 5e came out. After a brief session with friends, I couldn't wait to run a campaign again. In the past, I used published material and kinda riffed on what was presented. When my last campaign ended, my players couldn't wait to start something new. I had a concept, but "did I have months to write it all out? No way! Then I heard about the Lazy DM and snapped up this book. What a treasure! I found there is no need to write out pages and pages of source material for my campaign. In fact, it's *worse*. The tricks and tips inside have my new campaign up and running already, and my players love it! It's a much more personal way to run things than sticking slavishly to a source book, and much more fun for all of us. Thank you again for the great book!

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