

# DUNGEON MASTER'S GUIDE TO LIBERTERRA

## WHAT IS THIS?

---

This document is a guide to getting started Dungeon Mastering games within the world of Liberterra. Companions to this document include the Player's Guide to Liberterra and the information about Liberterra included on the Liberterra Discord.

This document covers the basic requirements for becoming a Dungeon Master for a Liberterra game, as well as the expectations for any adventures you run. All DMs will need to be approved to run games by library staff before they are added to the schedule of games.

## PART 1: PREPARING TO DUNGEON MASTER

Being a DM for Liberterra is an amazing opportunity. You get to help the library staff flesh out the world lore in new and exciting ways. Adventures will be prepared by you, and run for players from around Salt Lake County on the Liberterra Discord.

## WHAT YOU NEED TO RUN A GAME

---

In order to run a game in the Library D&D World, you will need the following:

**D&D Basic Rules.** This PDF document is free on the Wizards of the Coast website and contains all the basic rules of the game. For a more complete experience, we recommend you use a fifth edition D&D Player's Handbook.

**Adventures.** Besides their players, the most important thing that a DM needs is an adventure to run. The library is not providing adventures to the DMs, though you can use any of the adventures that we link to on the discord, as well as adventures published online, from both official D&D sources and third party sources. You can also create your own adventures using the guidelines found later in this document.

**Players.** Play in published adventures is generally designed for a table of five players but can be adjusted to as few as three to as many as seven players. Tables smaller or larger than this might provide a suboptimal play experience and aren't recommended. While there is no official rule in D&D that groups must be composed of similarly leveled characters, for adventures in Liberterra it is best to keep players within the tiers of play laid out in the Player's Guide to Liberterra.

**Discord.** While you can choose to run your game on a virtual table top, such as Roll20 or Fantasy Grounds, you will be using discord to connect with your players initially, and we highly suggest using it for voice and text chat for your game as well. It is entirely possible, and highly encouraged, to run your game solely on Discord, to reduce the number of applications players will need access to. The discord server has the Avrae bot installed, to manage dice rolls and initiative in combat. You can find instructions on bot commands on the Liberterra discord server.

## OPTIONAL ITEMS

These items are not required but are nice to have:

**Monster Manual.** While the statistics for most monsters can be found here, special monsters created specifically for a published adventure are found in that product. Many pre-made adventures will include stat blocks for all monsters used in that adventure. Many monster's stats are also able to be found for free on the internet.

**Dungeon Master's Guide.** This book contains valuable advice on preparing and running games. It also contains descriptions of magic items that might be awarded during the course of play, so it is suggested that you bring that information with you to the table if it is not provided in the adventure.

**Other Official D&D Source Books.** Wizards of the Coast has published many books containing additional monsters, character options, items, and spells that can be used in the world of Liberterra.

## PART 2: GETTING APPROVED TO DM ON LIBERTERRA

As a safety precaution, before any volunteer DMs are allowed to run games on the Liberterra server, they need to be approved by library staff. The approval process helps to ensure that the DM is able to safely run a game for players, and allows the library staff to get to know the DMs a little bit.

## APPLICATION

---

To indicate your desire to become a DM for Liberterra, you will fill out an application explaining your experience with D&D and giving examples of how you might handle certain situations that could come up in games. There are multiple right ways to answer these questions. They are meant to help give a feel of what type of DM you are. The application will be reviewed by library staff. Once approved, you will be assigned a mentor.

## MENTORING

---

You will work with your mentor to schedule a gaming session and find players. You will run at least one game with your mentor in attendance. This will help your mentor get a better feel for how you are as a DM, as well as allowing them to support any DMs who may not have as much experience DMing. You may run multiple games with your mentor, until both you and your mentor feel you are ready to run games on your own. Once you have been approved by your mentor, you will be able to join the regular rotation of DMs who run games on the Liberterra server.

## PART 3: CHOOSING OR CREATING ADVENTURES

You can choose to run a pre-made adventure, or create your own adventure to run on Liberterra. All adventures (pre-made or custom) are meant to be one-shot adventures that can be played over the course of 2-3 hours. While it is possible to run a series of adventures that build on each other, most adventures should be self-contained one-shots. Any series of adventures should be approved by library staff before you run them.

### ADAPTING PRE-MADE ADVENTURES

---

When choosing a pre-made adventure for play, consider changing the hook of the adventure to fit in with the lore of Liberterra. Perhaps the players heard about this from the Arcane Institute's recruitment boards, or they were personally assigned to deal with it by a Book Keeper. Think about what events the adventurers might be changing or what artifacts or magic items they might be saving by participating in this adventure, and be sure to highlight that as the players succeed or fail.

If you are choosing to run an official published adventure such as *The Wild Beyond the Witchlight* or a boxed set adventure such as *Dragon of Icespire Peak* in the D&D Essentials Kit, you can find advice on how to adapt it for use in Adventurer's League play on the DMs guild. This format works well for running these adventures for Liberterra as well, including the advice on level advancement and rewards.

### CREATING YOUR OWN ADVENTURE

---

If you choose to create your own adventure, first choose a level of play you wish to run for. Keep in mind as you build your adventure, that you can get players in your game at any level within that tier of play. Build your encounters around the assumption that you will have 5 players, who may have never played together before. The group may or may not work well together to tackle the encounters, so you will want to aim for easier difficulty levels. Be sure to know how you can adjust the encounters for more or less players. You may have as few as three players or as many as seven players in your game in any given session.

## SETTING

---

Liberterra is a demi-plane that exists within the D&D multiverse. It is connected to the various settings of the D&D multiverse through magical portals. This means that you are able to run your adventure in any setting you would like. It also means that your players' races may or may not be native to the setting that your adventure is taking place in. Feel free to adapt how NPCs react to characters that are not native to the setting the adventure is taking place in, but don't make it impossible for the players to accomplish their objectives.

### CHARACTER REWARDS

---

You will award the players rewards for their accomplishments in the form of levels, gold, and magic items for their characters, which they will record on their log sheets before leaving the table. This is true of both pre-made and custom adventures.

**Advancement.** Once the players successfully complete an adventure, inform them that they've gained a level. A character can gain no more than one level per session. Players can always decline to have their character gain a level that is offered.

**Magic Items.** Characters can use and keep any magic item they find that is specifically mentioned in the encounter in which it's found (items that the adventure describes as being lent to the characters, turned in to the Arcane Institute, or destroyed can't be kept). At the end of the adventure, each character can keep any of magic items found during the adventure. They may only bring a limited number of these magic items to an adventure as noted in the Player's Guide to Liberterra.

Some adventures direct you to roll on a Magic Item Table in the *Dungeon Master's Guide*. Others direct you or the player to choose the magic item; these items are selected from either the *Dungeon Master's Guide* or the adventure itself. If the adventure does not specify the rarity of the item (such as most randomly rolled items), it must be appropriate to the tier of the character receiving it, as shown on the following table. Reroll any items that exceed a character's tier.

### UNSPECIFIED ITEM RARITY

Tier	Maximum Rarity
1	Uncommon
2	Rare
3	Very Rare
4	Legendary

**Mundane Equipment and Treasure.** Mundane equipment found during the adventure can be used and divided up as the characters decide at the end of the adventure. Treasure (including items that have a monetary value but are not equipment, such as art objects and gems) is awarded as the adventure directs. It can be spent during the adventure; any remaining treasure at the end of the adventure is converted to gold pieces and divided equally among the characters. If the adventure does not have treasure awarded in this fashion, you may add a treasure reward as appropriate either during play or at the end of the adventure. Use the following table for guidance.

### UNSPECIFIED TREASURE ALLOWANCE PER ADVENTURE

Adventure Level	Minimum	Maximum
Level 1-4 (Tier 1)	100 gp	500 gp
Level 5-10 (Tier 2)	1000 gp	5000 gp
Level 11-16 (Tier 3)	10,000 gp	50,000 gp
Level 17-20 (Tier 4)	50,000 gp	100,000 gp

### DM REWARDS

As the DM of an adventure, you are able to claim the rewards of the adventure you ran as if you were a player yourself. You can choose to level a character you are playing in Liberterra, as well as giving them any magic items included in the adventure and an equal amount of treasure as your players received. Do not include yourself when dividing the treasure among the players, instead just give yourself the amount they each received after it was divided up.

## PART 4: RUNNING ADVENTURES

You Dungeon Master one group of players at a time. Each player must have their own character within the adventure's level range.

### FACILITATOR OF FUN

You have the most important role. You guide the narrative and bring the words on the pages of the adventure to life. While guiding the players, it is also your responsibility to make everyone feel welcome at the table, creating a fun and fair environment. Here are some things to keep in mind.

**You are Empowered.** Make decisions about how the group interacts with the adventure; adjust or improvise but maintain the adventure's spirit. The setting, general story, and prominent NPCs of the adventure should remain largely the same; if an adventure introduces the characters to Cassyt, the plucky acolyte of Kelemvor that resides in Phlan, your players should experience that as well. Less important details, such as the time of year, minor NPCs, or the weather can be tailored to your group.

**Challenge Your Players.** Gauge the experience level of your players, as well as what they enjoy in a game and attempt to deliver what they're after; everyone should be able to shine.

You can adjust an encounter's difficulty by adding or removing thematically appropriate monsters but can't create new monsters or modify them in such a way that modifies their challenge rating (aside from changing their hit points within the range afforded by their hit dice).

Be careful of going too far, however. The intent is to have a collaborative and challenging story-telling experience; it's not to do everything you can to kill your players' characters. Similarly, destroying equipment generally shouldn't happen unless an encounter specifically directs you to. In fact, unless they have conditions detailing their destruction (such as an ioun stone), permanent magic items can't be destroyed.

**Keep the Game Moving.** If the game gets bogged down, provide hints and clues to your players facing puzzles or engaging in combat and roleplay interactions that get frustrating. This gives players "little victories" for making good choices based on clues received. When playing within a given time constraint it is important to gauge the pacing of your game. It's okay to make adjustments when you get bogged down to promote a play experience that feels complete.

**Dealing with Disruptive Players.** If a player is acting in a disruptive manner during a play session, attempt to address the issue as soon as it becomes clear that someone (including you) might be uncomfortable. Take the player aside and explain why the behavior might be causing others to feel uncomfortable. If the problem persists, please contact library staff for help with resolution. A library staff member should always be available while Library D&D games are being held.

**Disruptive Magic Items.** There are a number of magic items (and a few pieces of gear) within the context of play of certain adventures that might become disruptive to the overall enjoyment of others at the table. If a magic item's use through play leads to an uncomfortable play experience, take the player aside and explain the issue. You may wish to discuss temporarily removing the item from the character's carried magic items and allowing them to choose another item from their magic items to bring along instead. You may choose to review a character's magic items prior to play to help identify any potential issues, but you should not mandate removal of magic items or gear solely on your preferences.

### SAFETY TOOLS

Safety tools help ensure players aren't pushed beyond their comfort levels. These tools let your players know you want them to have a positive experience. Some common safety tools are provided below, each with a summary of how they work. Ensure that you discuss these tools with your players at the start of the game:

**Code of Conduct.** This is a group agreement for play. It outlines desired and prohibited behaviors, confidential reporting, and possible consequences. The Liberterra server has a code of conduct that all players have already agreed to. If you feel it is necessary, you and your players may agree to additional agreements for your specific game.

**Pregame and Postgame Discussions.** Use time before the game to explain content warnings, set boundaries, and collaborate on a safety plan. Then decompress and discuss improvements at the end of the game.

**Be Welcoming.** Welcome and encourage respectful and open conversations about issues as they arise. Show that you're listening by avoiding defensive responses.

**Confidentiality.** Provide contact information for private and confidential conversations between players and DM. This may be done through direct messages on discord, or using a private email. Only disclose another player's name if that player gave unpressured permission for you to do so.

**Other Safety Tools.** Learn about the safety tools that TTRPG community members have created and compiled. A broad range of such safety tools are available for you and your players online, or you can get more information on the Liberterra server.

## RUNNING THE GAME

As the DM, you are charged with not only guiding the story, but also fairly adjudicating the game's rules and rewarding your players' characters for their accomplishments.

### THE RULES OF THE GAME

Liberterra play uses fifth edition Dungeons & Dragons rules. You can issue rulings to your table when the rules of the game are ambiguous or vague, but you must otherwise adhere to the rules as they are provided in the core rulebooks and can't change them or make up your own; "house-rules" aren't permitted for use. You must always use the most current incarnation of a rule.

While they aren't official rules that must be followed, the Sage Advice column from Wizards of the Coast, tweets from the D&D Team on Twitter, or even discussions with other DMs on the Liberterra server can provide good insight on how others adjudicated a particular issue. The rules as written in the rulebooks always take precedence.

### DOWNTIME ACTIVITIES

As a general rule, characters can participate in downtime activities between or during sessions. However, if you feel that no sufficient periods of inactivity exist to justify it, you can disallow a character using a downtime activity during a session. For example, the journey from Phlan to Waterdeep is very long, so it's reasonable to assume that the characters can spend downtime days copying spells. But the trip from one end of Waterdeep to the other is shorter—only hours. Be fair and consistent in exercising this discretion.

### DEATH, DISEASE, AND CURSES

Adventuring is a risky job, and bad things often happen to adventurers. Diseases, poisons, and other similar effects persist until they're removed or at the end of the adventure, but characters can spend gold to receive spellcasting services during the adventure to remove negative effects.

**NPC Spellcasting Services.** Characters can receive spellcasting services from an NPC located anywhere that is at least town-sized (1000 or more residents) or has a specific NPC able to cast the spell(s) needed. In addition, the characters must be able to travel there in order to receive services during an adventure. Otherwise, characters follow the rules for post-adventure recovery as listed in the Player's Guide to Liberterra. Spellcasting services provided by NPCs are limited to the spells on this list.

**Spell Scrolls.** Characters can purchase spell scrolls during an adventure if the NPC has access to the spell; lower-level (1st and 2nd level) spell scrolls may have multiples available for purchase; higher-level spell scrolls (3rd to 5th level) are limited to one spell scroll maximum for each spell listed, subject to your discretion. See *Appendix A: Shared Campaigns* in *Xanathar's Guide to Everything* for spell scroll purchase prices. Spell scrolls above 5th level are not available for purchase in this manner.

### SPELLCASTING SERVICES AVAILABLE

Spellcasting Service	Cost
Cure Wounds	10 gp
Identify	20 gp
Lesser Restoration	40 gp
Prayer of Healing	40 gp
Dispel Magic	90 gp
Remove Curse	90 gp
Speak with Dead	90 gp
Divination	210 gp
Greater Restoration	450 gp
Raise Dead	1000 gp
Resurrection	3000 gp
True Resurrection	30,000 gp

**Shelter of the Faithful Background Feature.** Characters with the Shelter of the Faithful background feature can request NPC spellcasting services at a temple dedicated to their chosen deity. While the service of casting the spell is free, the characters must pay the cost of any material component consumed by casting the spell. These characters can't procure free services for others; only themselves. You determine, using the adventure as a guide, if a specific temple devoted to that character's deity exists within the scope of the adventure.