

NewbieDM's New DM Starter Kit

A kit for the first time DM running the “Kobold Hall”
Introductory Adventure

So you've decided to become a DM for D&D, great! At first it is a little scary and intimidating, sure, but soon enough you'll be doing it like if it's second nature. In the weeks following your first session, you'll be describing scenes, running encounters and rolling dice like the best of them.

But now, you need a little bit of help, a push out the door so to speak. This is where this kit comes in. Inside this kit you'll find a combat tracking sheet that'll make running encounters a piece of cake. You'll also find tokens, maps, and condition counters for you to be able to better play the battles tactically. I slightly changed the names of some of the monsters on the counters, and drew my own artwork, to avoid any legal issues with WOTC. The map I took from the DMG, but seeing as how they've made all their maps public, I didn't see a problem.

So to use this kit, all you need is a printer, a hole puncher and some 1" metal washers. For your first time DM'ing, you shouldn't have to worry about what miniatures you are going to use, or whether or not you are going to go with a vinyl mat or graph paper, or dungeon tiles. Save those questions for later. Right now, you need to concentrate on learning to run those encounters in your adventure, and making sure your players have so much fun that everyone keeps coming back for more.

This kit assumes you are running the "Kobold Hall" adventure in the back of the Dungeon Master's Guide. I recommend you run it. It's easy, and introduces your group to the mechanics of 4th Ed. rather nicely.

I hope this helps you a little bit as you start your journey to becoming a great DM.

Have fun.

NewbieDM

www.newbiedm.com

Encounter Tracker

Print several of these out, and use them to track your encounters. There is a space for the encounters' name, the xp it's worth, and even space to put the xp worth for different numbers of players. This should keep you from having to use a calculator during the game, you should fill this out in advance.

On the column to the right, put the combatant's names in initiative order for each encounter. You may want to preroll the monsters' initiatives ahead of time, to save yourself some time at the table.

The round circles at the bottom are to keep track of how many rounds have passed in the fight. Check them off as you reach the top of the initiative order. Remember to be aware of conditions that end at the end of someone's next turn. This tracker should help you, although ask your players to handle some of the bookkeeping too.

Scaled Battle Maps

In the following pages, you'll find all the encounter maps for Kobold Hall, scaled to 1". These are perfect for use with the enclosed monster counters. It will take some thinking to put it together, but it's divided by encounter, so it shouldn't be too hard. Just make sure you reference the DMG and you should be fine.

Print it out on cardstock and tape it together. Preferably, do this ahead of time, so all your encounters are ready to go the day you play.

Kobold Hall
Encounter 1
Poster Map





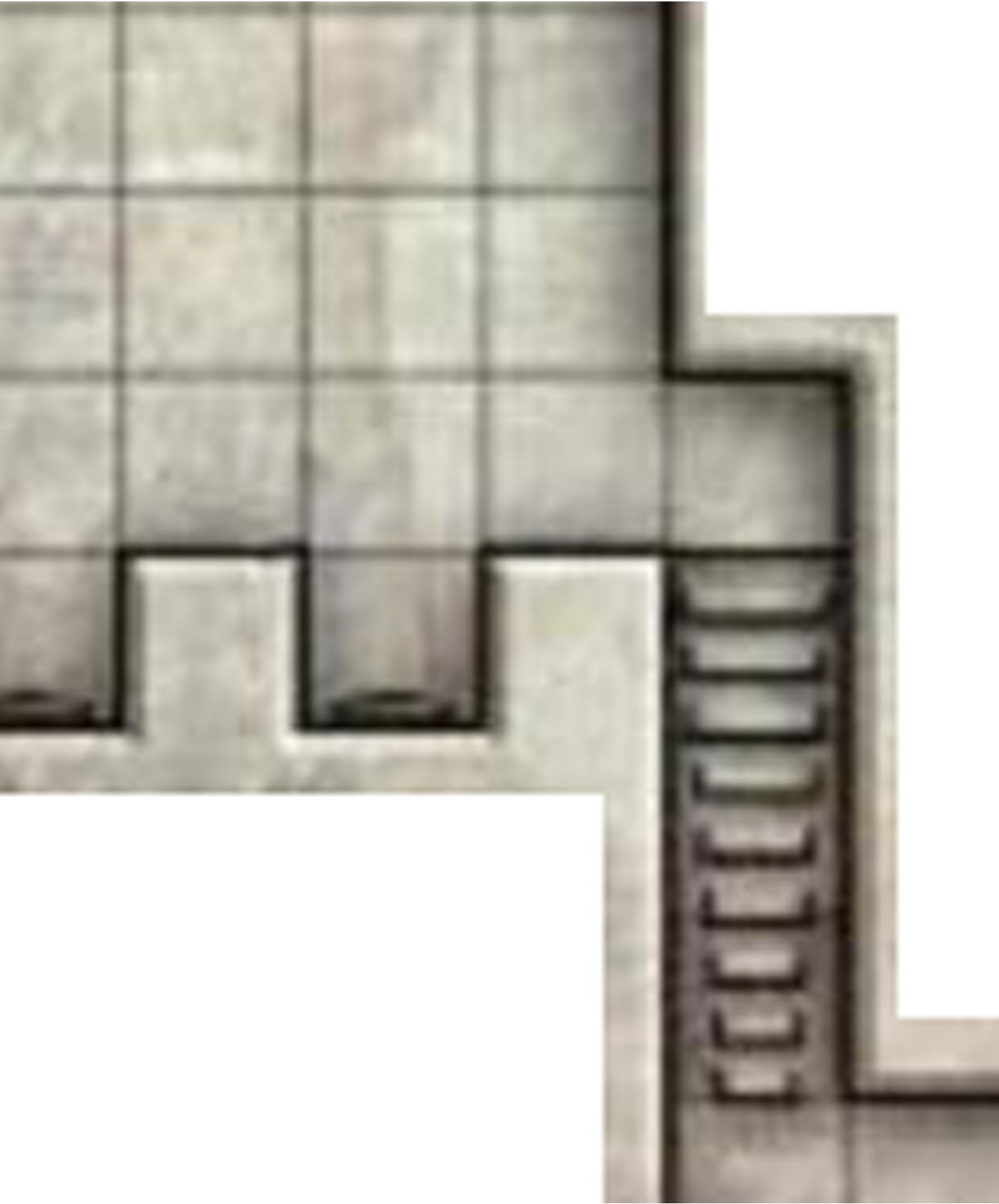






Kobold Hall
Encounter 2
Poster Map

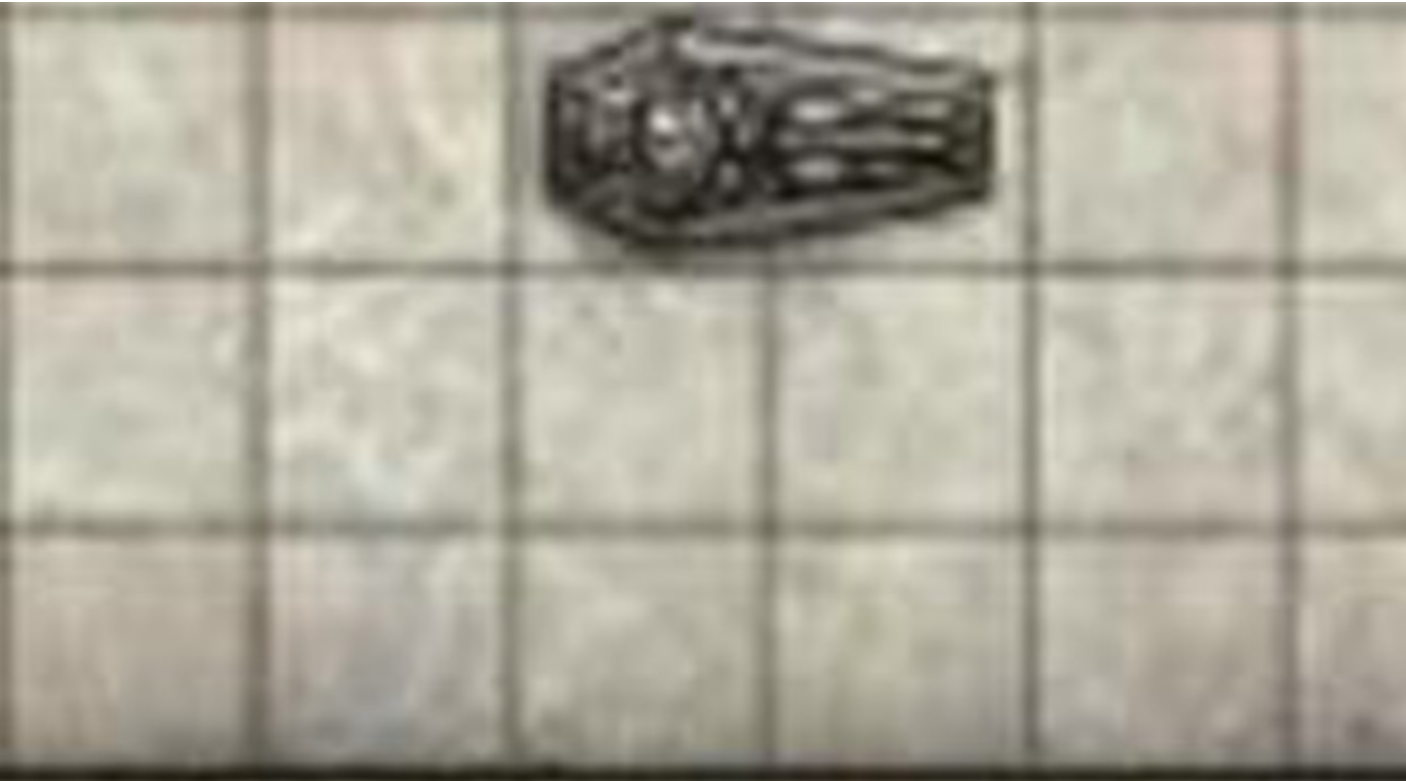
















Kobold Hall
Encounter 3
Poster Map

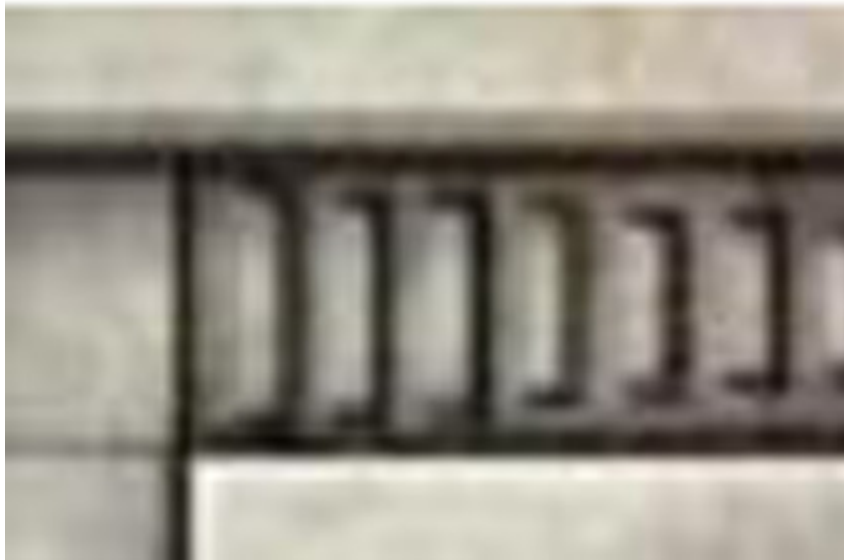


+10 ft



+10 ft





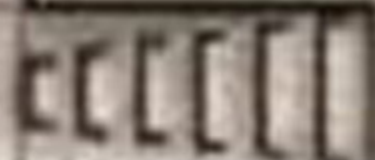




Kobold Hall
Encounter 4
Poster Map



+10 ft



+10 ft

CCCCC

+10 ft

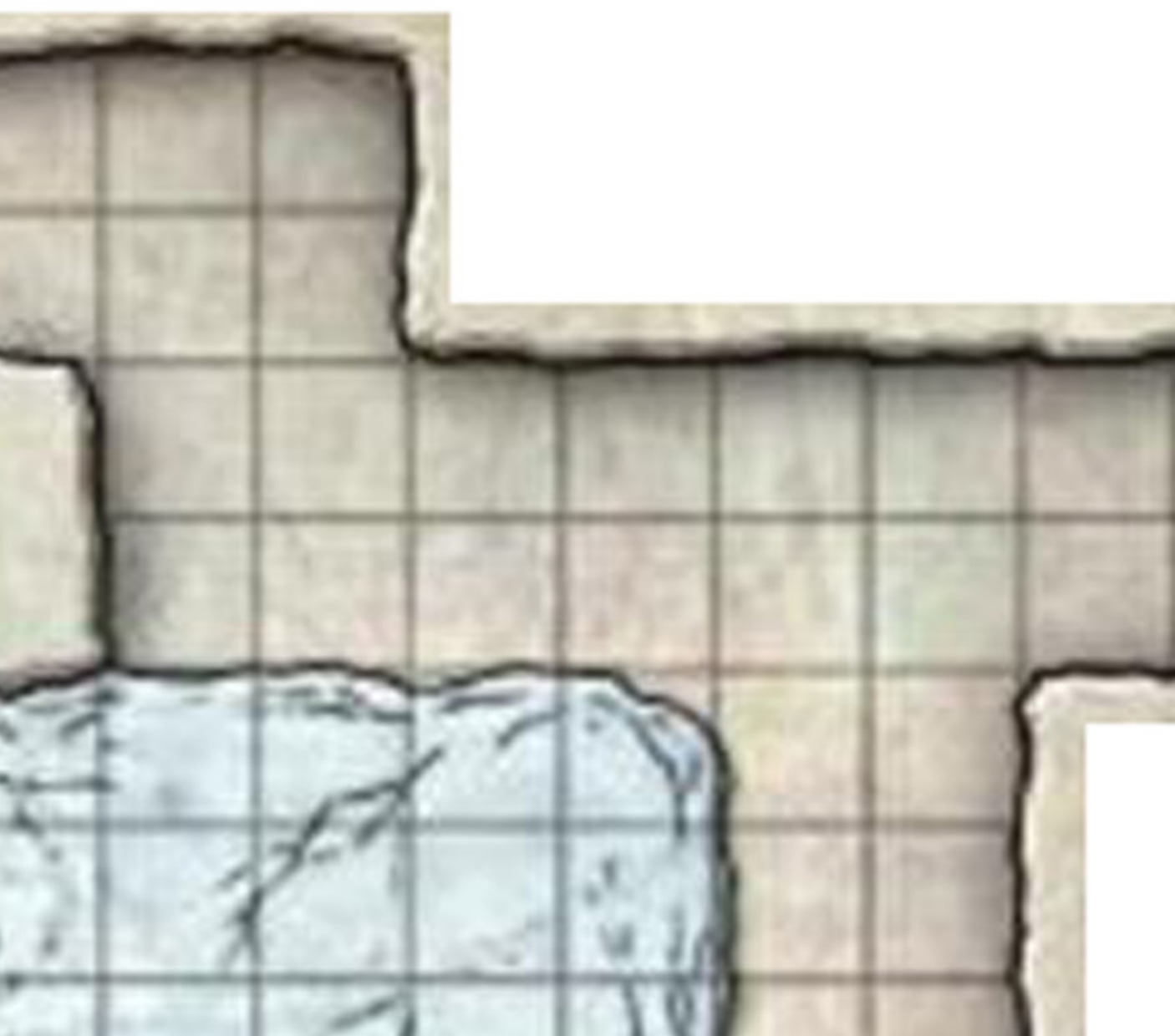






Kobold Hall
Encounter 5
Poster Map











Tokens for Kobold Hall

These tokens are doubled sided and numbered, facilitating their identification at the table. They are double sided, except for the minions. The opposite side is “bloodied” which by definition minions never are.

Cut them out with a hole punch and glue them to metal washers, or to make them disposable, glue them to each other on opposite sides.

Since there can be an endless number of PC’s, I did not make player tokens. Sorry, you’re on your own...

Enjoy!



I HOPE YOU GET SOME USE OUT OF THESE TOKENS.
CREATING ARTWORK LIKE THIS TAKES A LOT OF TIME.

Condition Markers

Need to track conditions? Use these paper markers. Just cut them out, and place them under your monster or pc counters when they are afflicted with a condition.

Later on you can move up to other ways of tracking conditions. You may invest in magnetic counters, or devise a system using plastic soda bottle rings.

For now though, in the beginning, these should be just fine for your first few games.

SLOWED SLOWED
SLOWED SLOWED

IMMOBILIZED IMMOBILIZED
IMMOBILIZED IMMOBILIZED

PRONE PRONE
PRONE PRONE

STUNNED STUNNED
STUNNED STUNNED

WEAKENED WEAKENED
WEAKENED WEAKENED

SLOWED SLOWED
SLOWED SLOWED

IMMOBILIZED IMMOBILIZED
IMMOBILIZED IMMOBILIZED

PRONE PRONE
PRONE PRONE

STUNNED STUNNED
STUNNED STUNNED

WEAKENED WEAKENED
WEAKENED WEAKENED

SLOWED SLOWED
SLOWED SLOWED

IMMOBILIZED IMMOBILIZED
IMMOBILIZED IMMOBILIZED

PRONE PRONE
PRONE PRONE

STUNNED STUNNED
STUNNED STUNNED

WEAKENED WEAKENED
WEAKENED WEAKENED

SLOWED SLOWED
SLOWED SLOWED

IMMOBILIZED IMMOBILIZED
IMMOBILIZED IMMOBILIZED

PRONE PRONE
PRONE PRONE

STUNNED STUNNED
STUNNED STUNNED

WEAKENED WEAKENED
WEAKENED WEAKENED

SLOWED SLOWED
SLOWED SLOWED

IMMOBILIZED IMMOBILIZED
IMMOBILIZED IMMOBILIZED

PRONE PRONE
PRONE PRONE

STUNNED STUNNED
STUNNED STUNNED

WEAKENED WEAKENED
WEAKENED WEAKENED

SLOWED SLOWED
SLOWED SLOWED

IMMOBILIZED IMMOBILIZED
IMMOBILIZED IMMOBILIZED

PRONE PRONE
PRONE PRONE

STUNNED STUNNED
STUNNED STUNNED

WEAKENED WEAKENED
WEAKENED WEAKENED

SLOWED SLOWED
SLOWED SLOWED

IMMOBILIZED IMMOBILIZED
IMMOBILIZED IMMOBILIZED

PRONE PRONE
PRONE PRONE

STUNNED STUNNED
STUNNED STUNNED

WEAKENED WEAKENED
WEAKENED WEAKENED

