

READING AID FOR DM's ADVICE DICE



The **Dungeon Master's Advice Dice** are considerably easier to read than tea leaves or entrails, but for those who seek added clarity, **allow this document to act as an oracle** to aid in interpreting them.

First, a few small points:

- *In what order does one read the dice?* The dice can be read in any order, although sometimes the order of faces modifies the meaning.
- If you want guidance, I suggest **starting with the face showing the largest font**, then proceed by reading the rest of the dice faces in a top-down-left-to-right pattern, from wherever it is they lay.
- The die with the “SINGLE OUT (red arrow)” face is optional. You can add it or leave it out as you like, and the rest of the dice will still make sense with or without it.

Die Result	Interpretation Tips
Confirm Marching Order	Ask players to declare exactly who is where. Does this make them wonder if there is a reason you're asking? Maybe!
Single Out (with arrow)	This is a suggestion to focus on the player (or direction, or object) nearest the arrow's indication.
When Alone	Wait until the player (or players) are alone first, then proceed..
Next Door or Trap	Wait until the next door, portal, exit, or trap.
Without Warning	A good way to start is to say “Before anything else happens...”
Ask Player Intent	Ask players to tell you their immediate goal, or explain what they are trying to accomplish.
Praise or Validate Them	Validate player actions (or intentions) by saying something like “smart choice!” or “that’s a solid plan!” for whatever they are doing or deciding. This often helps move things along, and can spawn new ideas. We all like to feel we’re on the right track.

NSFW or Small Reward	<p>A small reward can be something like finding a single coin, getting a compliment from an NPC, a small favor like a free drink, or praise/validation from the DM (see above).</p> <p>NSFW generally means something rated M and up. Can be fun with the right group, or just stick with “Small Reward” instead.</p>
Test Their Alignment	Anything that invites players to think about what the “right” thing to do is. <i>Example: A piece of loot with “if found, return to owner” on it. Finders keepers, or is that stealing?</i>
Shake Head Sadly	A fine bit of non-verbal communication to use as players look to you for resolution and results.
Casually	Acting like whatever is going on is no big deal and perfectly normal can sometimes put players on guard...
“Are You Sure?”	This is a perfectly legitimate question. It is definitely not your fault if players second-guess themselves as a result of hearing it.
(Unless No Phones)	Look at your players. No mobile phones in sight? That’s good, so maybe ignore some (or all) of what the rest of the dice say to do.
If Players Think Too Long	We’ve all seen this happen. Now’s your chance to use it.
Perception Roll	Ask for a Perception roll, or ask to confirm everyone’s Passive Perception. Are you asking for a reason? Maybe!
No Matter Their Actions	What happens does not depend on player choices. So whatever players did (or are about to do), don’t sweat it.
Set a Bait	<p>A “bait” can be any invitation to interact. It does not need to be a plot hook, and does not need a fancy resolution.</p> <p><i>Examples: A door that’s ajar. A beckoning stranger. A coin on the floor. A piece of jewelry left unattended. A distracted shopkeeper. A scrawled message. Fresh baked goods cooling on a windowsill. An open chest. A trail of blood. A hungry animal. A sleeping guard...</i></p>
Next Rest	Do not do anything right now, wait until they are resting (or even just relaxed) first.
Next Loot	Have things happen the next time they get loot.
At Wounded Players	Direct any events towards player(s) who are hurt in some way.
Grab Monster Mini(s)	Reaching to grab some monster miniatures can cause players to worry that a fight is imminent. But hey, maybe you just felt like holding it, right?
“Do You Touch Anything?”	An honest question that often makes players think twice.
Roll Some Dice	Rolling dice behind the screen lends gravitas and mystery to whatever is going on.
With Drama	Whatever you do, make sure everyone knows you’re doing it.