



5 Common DM Issues & How To Solve Them

Full video link: <https://youtu.be/A57Et-DngNI>

Today, I am answering 5 of your questions that came across on our Discord channel.

Important to note that there are just my personal opinions.

- Question 1 – How do you deal with rich PCs?
 - How do you as a GM, avoid giving your players too much money?
 - Give the PCs property – it will suck all their money away and give you huge opportunities as the GM.
 - Give less, take more – you have a world of people who understand this idea – use it.

- Question 2 – How do you create treasure hordes?
 - Mundane versus unique – standard treasures are coins, gems, artworks etc. Unique treasure is magic items that are magical!

- Question 3 – How do you learn your bad habits as a GM?
 - So that you can overcome them.
 - Look at why your games ended – how did they end and why?
 - Discover what your GM style is – make sure you know what you like so that you can get what you like.
 - Identify your types of players and what they like – what do they want from a game and why do they play it?

- Question 4 – How to avoid favouritism?
 - There are many forms – we must be aware of them.
 - When there is a significant other at the table – there is often the perception that the GM favours them or demands more from them – they are either protected or persecuted.
 - Match group for group – try different groups at different levels of experience so that everyone is learning together.

- Question 5 – How do you handle addictions?
 - How do you include drug addiction and drug use within the game of the PCs?



- Addiction is a solid story – and just one more tool in our adventure toolbox.
- There should be mechanics – whatever the RPG, there should be mechanical effects to the addiction.
- Be sensitive about it – make sure your players are OK with addiction being used in the game.

Notes:

