

D&D Session checklist

The Logistics

- Choose a location
- Set a time limit (1-5 hours)
- Send a 1-Day reminder of the date, time, and location of the session
- Recruit players (in needed)
- Clean game location (if needed)
- Food & drinks
- Music

The Materials

- DM Books
- DM Screen
- Dice
- Character sheets
- Last session notes
- Note template for this session
- Monster cheat sheet
- Pens, Pencils, & Paper
- Map sketches & props

The Adventure

- Beginning, middle & end
- Powerful kickstart
- Settings
- Encounters
- Pocket encounters
- Secrets & clues
- Rewards: treasure, items, etc

Misc

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