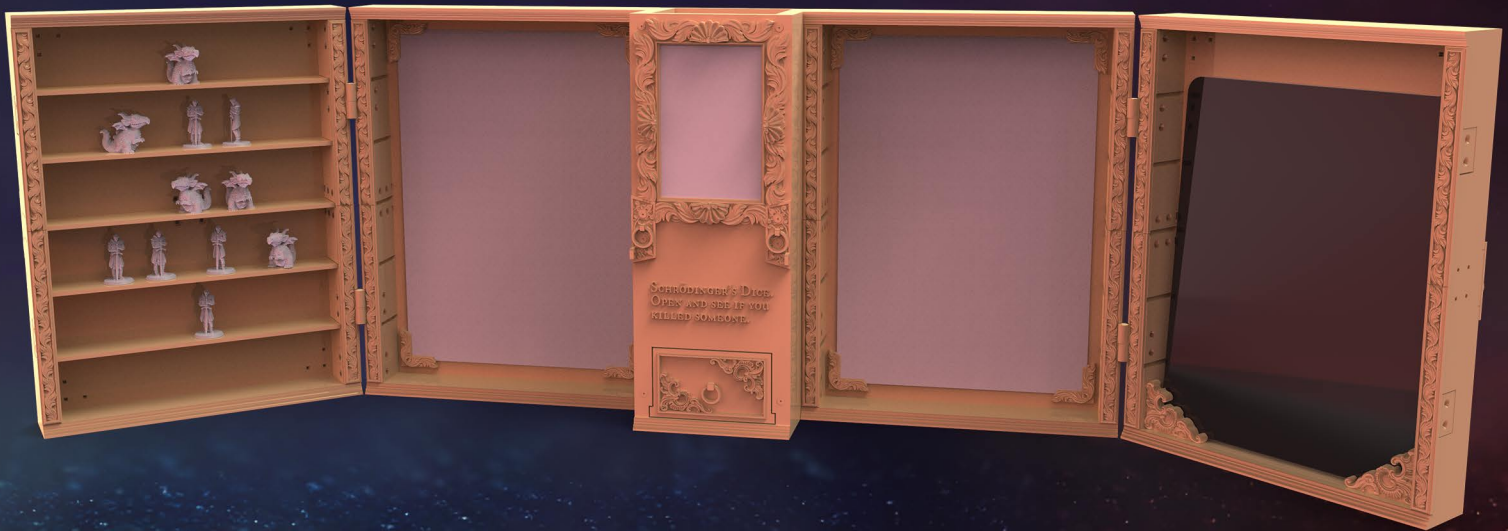


DUNGEON MASTER'S INVENTORY
GRACEWINDALE



BIG SCREEN ASSEMBLY GUIDE

WWW.GACEWINDALE.COM

How to print

BIG DM SCREEN WILL ACCOMODATE ALL OF YOUR GAME ACCESSORIES, FROM MINIS TO A TABLET OR CHEAT SHEETS!

TO PRINT THE SCREEN SHOWN YOU NEED TO PRINT FOUR A4 OR LETTER SECTIONS AND DICE TOWER. IT IS POSSIBLE TO CONNECT MORE THAN FOUR SECTIONS IF YOU PREFER, HOWEVER THE SCREEN WON'T BE ABLE TO FOLD AS INTENDED.

ASSEMBLY REQUIRES M3 COUNTERSINK BOLTS AND NUTS. THIS ENSURES NOTHING FALLS APART IN THE MIDDLE OF YOUR ADVENTURE. YOU CAN FIND THEM IN YOUR LOCAL HARDWARE STORE OR ORDER ON AMAZON: [HTTPS://AMZN.TO/4BZ76OG](https://amzn.to/4BZ76OG)

YOU WILL ALSO NEED ANY KIND OF PLASTIC GLUE IF YOU WANT TO USE ORNAMENTS OR GLUE NUTS INSIDE SOCKETS.

IF YOU DECIDE NOT TO USE ORNAMENTS, PRINT THICK SIDE CAPS (_NO-ORNAMENT IN THE FILENAME). THEY WILL PREVENT THE HINGES FROM SLIDING APART WHEN YOU LIFT THE SCREEN.

INSTEAD OF PAPER CHEAT SHEETS OR PICTURES, YOU CAN ATTACH CORK OR MAGNETIC SHEETS, USING THICKER SHEET HOLDERS.

CHECK OUT THE VIDEO: [HTTPS://YOUTU.BE/jFAnvoANwFG](https://youtu.be/jFAnvoANwFG)

FULL CONFIGURATION OF THE BIG SCREEN REQUIRES 3-4 SPOOLS OF FILAMENT.

ALL PARTS ARE ORIENTED IN THE DIRECTION THEY PRINT BEST. FEEL FREE TO EXPERIMENT WITH ORIENTATION OR ADD SUPPORTS IF YOU FEEL THAT IT IS NECESSARY FOR YOUR PARTICULAR SETUP.

RECOMMENDED SETTINGS FOR FDM:

INFILL: 10%-15% (70-100% FOR HINGES)

LAYER HEIGHT: 0.2 MM

IF REQUIRED, USE CUSTOM OR TREE SUPPORTS IN CURA OR BAMBU STUDIO AND PAINT-ON SUPPORTS IN PRUSASLICER. FILES THAT REQUIRE SUPPORTS ARE MARKED WITH * IN THE GUIDES BELOW.

CONSIDER ENABLING A BRIM FOR SMALL PARTS OR IF YOU PREFER TO PRINT FILES SUCH AS SHELVES VERTICALLY.

YOU MIGHT NEED TO CUT SOME HANGING STRINGS OF FILAMENT DURING POST PROCESSING.

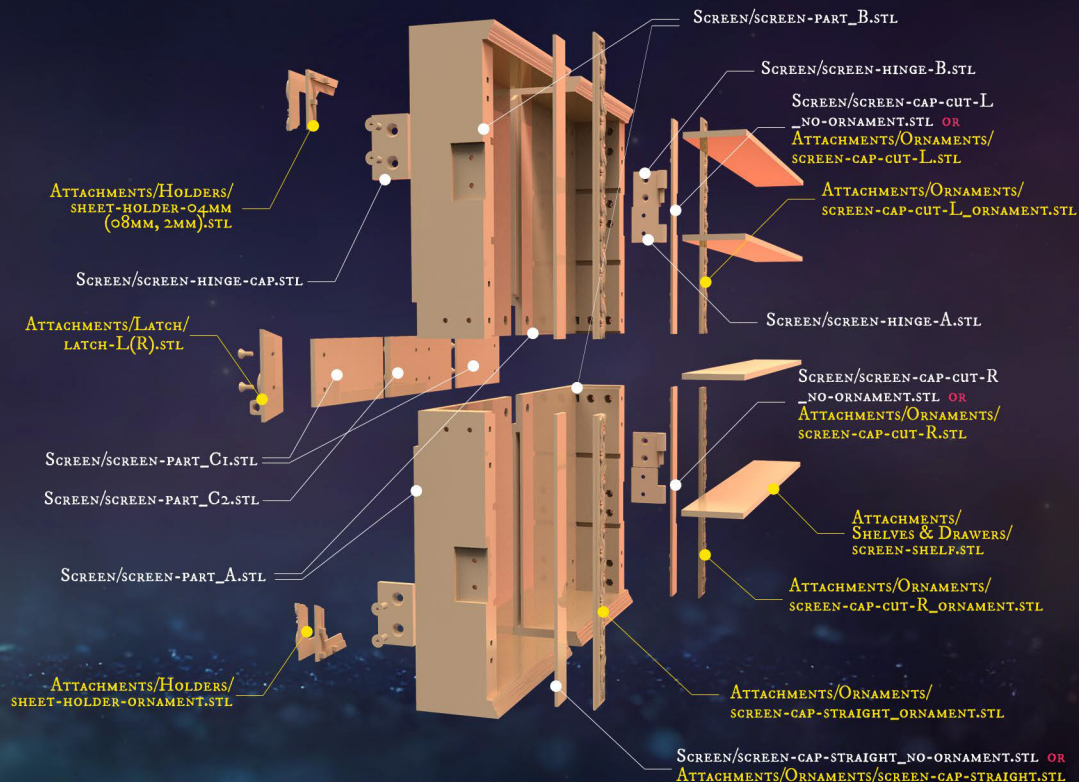
JOIN OUR DISCORD FOR SUPPORT!

[HTTPS://DISCORD.COM/INVITE/D9N8JypYsk](https://discord.com/invite/D9N8JypYsk)

A4/LETTER SECTION PARTS GUIDE

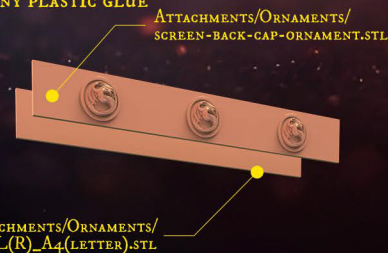
- ESSENTIAL PART
- OPTIONAL PART

💡 PRO TIP: SCREW BOLTS UNTIL YOU FEEL RESISTANCE — IT MEANS THEY CAUGHT THE NUT. HOLD NUTS WITH ANOTHER SCREW DRIVER OR SOMETHING SIMILAR IF YOU PREFER NOT TO GLUE THEM INSIDE A SOCKET.



ASSEMBLY REQUIRES:

- 12 x M3 10-12MM COUNTERSINK BOLTS
- 4 x M3 6MM COUNTERSINK BOLTS
- 16 x M3 NUTS
- 2 x SCREEN-PART_A (A4 or LETTER)
- 2 x SCREEN-PART_B (A4 or LETTER)
- 2 x SCREEN-PART_C1
- 1 x SCREEN-PART_C2
- 1 x SCREEN-CAP-CUT-R_NO-ORNAMENT
- 1 x SCREEN-CAP-CUT-L_NO-ORNAMENT
- 2 x SCREEN-CAP-STRAIGHT_NO-ORNAMENT
- 1 x SCREEN-HINGE-A
- 1 x SCREEN-HINGE-B
- 2 x SCREEN-HINGE-CAP
- 4(8) x SHEET-HOLDER-04(08, 2)MM
- 4(8) x SHEET-HOLDER-ORNAMENT
- 1 x SCREEN-CAP-CUT-R
- 1 x SCREEN-CAP-CUT-L
- 2 x SCREEN-CAP-STRAIGHT
- 1 x SCREEN-CAP-CUT-R_ORNAMENT
- 1 x SCREEN-CAP-CUT-L_ORNAMENT
- 2 x SCREEN-CAP-STRAIGHT_ORNAMENT
- 5 x SCREEN-SHELF (OR VARIANT)
- 1 x LATCH-L(R) (OR VARIANT)
- 2 x LATCH-RING
- ANY PLASTIC GLUE



ALL PARTS FIT 18 x 18 CM BUILDPLATE
(PRUSA MINI OR BAMBU MINI)

ACCESSORIES & VARIANTS

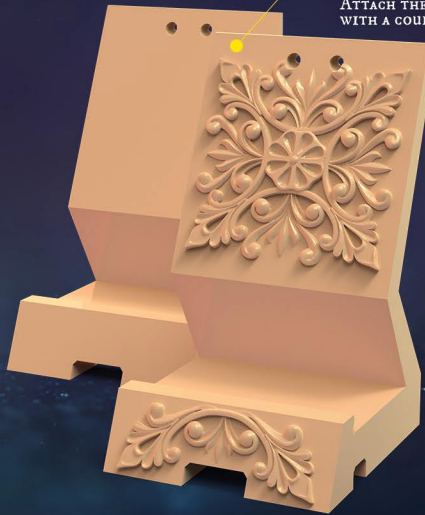
YOU CAN CHOOSE BETWEEN DRAWERS WITH OR WITHOUT ORNAMENTS, DIFFERENT LATCHES AND DECORATIVE ELEMENTS.



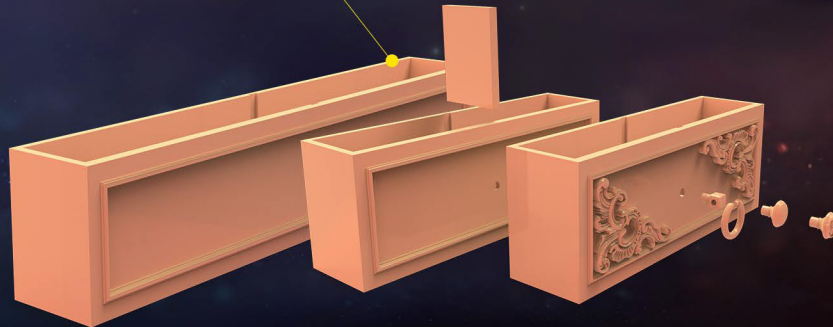
ATTACHMENTS/LATCH

ATTACHMENTS/HOLDERS/TABLET-STAND

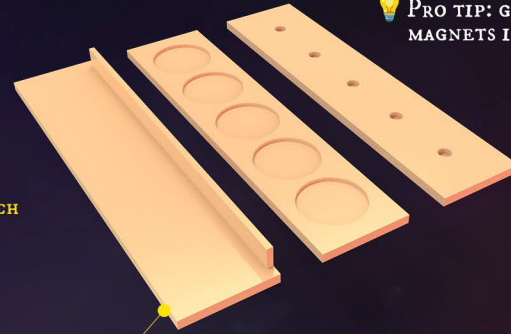
ATTACH THE TABLE STAND TO THE PLAYERS FACED SIDE WITH A COUPLE M₃ BOLTS OR USE SEPARATELY



ATTACHMENTS/
SHELVES & DRAWERS



💡 PRO TIP: GLUE SOFT OR HARD MAGNETS IN THE SLOTS!



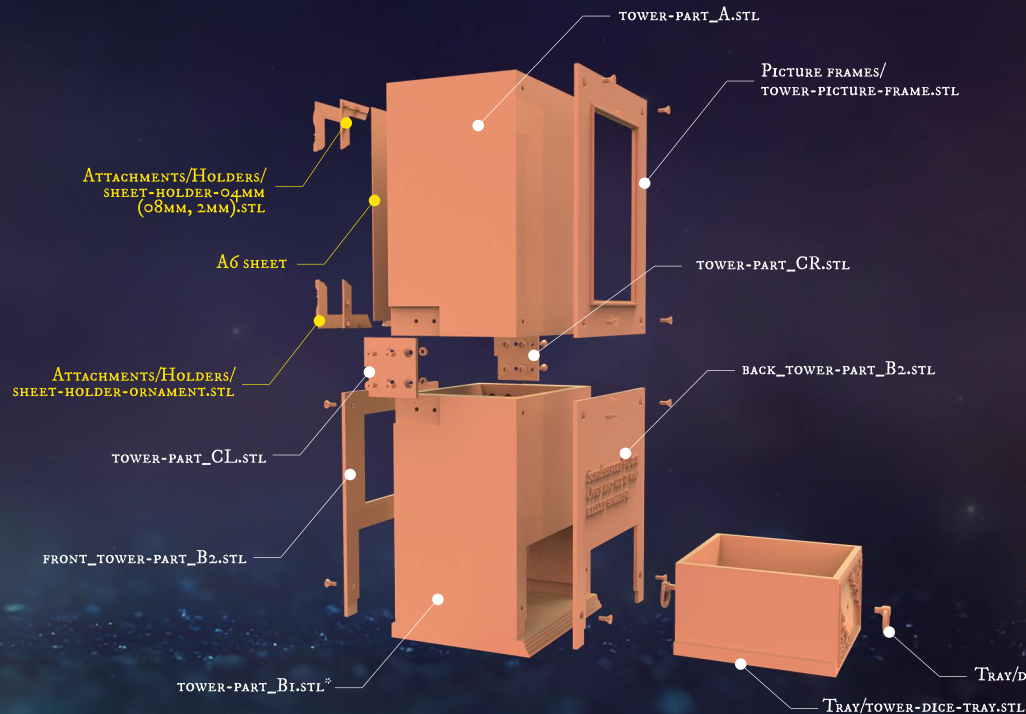
ATTACHMENTS/HOLDERS/
TABLET-HOLDER

THIS HOLDER IS FOR DM FACED SIDE OF THE SCREEN



DICE TOWER PARTS GUIDE

- ESSENTIAL PART
- OPTIONAL PART



ASSEMBLY REQUIRES:

- 8 x M3 10-12MM COUNTERSINK BOLTS
(OR M3 20MM FOR SCREEN ATTACHMENT)
- 8 x M3 NUTS
- 12 x M3 6-12MM COUNTERSINK BOLTS
- 1 x TOWER-PART_A
- 1 x TOWER-PART_B1*
- 1 x FRONT_TOWER-PART_B2 (OR VARIANT)
- 1 x BACK_TOWER-PART_B2 (OR VARIANT)
- 1 x TOWER-PART_CL
- 1 x TOWER-PART_CR
- 1 x TOWER-DICE-TRAY.STL (OR VARIANT)
- 2 x DRAWER-HANDLE-RING-1
- 2 x DRAWER-HANDLE-RING-2 (OR VARIANT)
- 1 x TOWER-PICTURE-FRAME (OR VARIANT)
- 4 x SHEET-HOLDER-0.4MM (0.8MM, 2MM)
- 4 x SHEET-HOLDER-ORNAMENT
- 2 x LATCH-L/R (OR VARIANT) + 2 x LATCH-RING
IF ATTACHED TO THE SCREEN

*SUPPORTS REQUIRED



ALL PARTS FIT 18 x 18 CM BUILDPLATE
(PRUSA MINI OR BAMBU MINI)

ACCESSORIES & VARIANTS

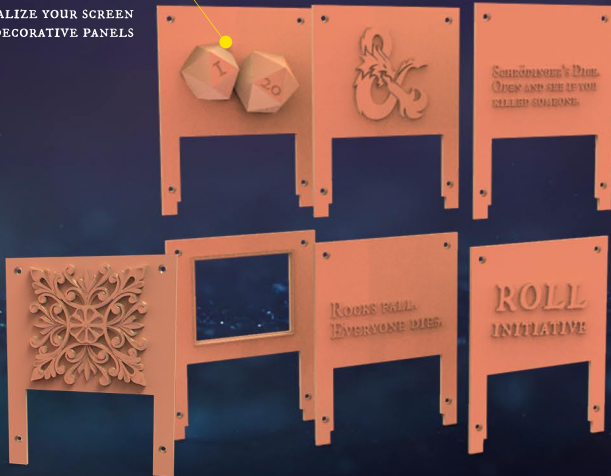
YOU CAN ATTACH VARIOUS EXTRAS TO THE TWO-WAY DICE TOWER TO ENHANCE YOUR SCREEN EVEN FURTHER.



ATTACHMENTS/
B2 VARIANTS

PERSONALIZE YOUR SCREEN
WITH DECORATIVE PANELS

ATTACHMENTS/PICTURE FRAMES



ATTACHMENTS/
TOWER-LID.STL



ATTACHMENTS/
INITIATIVE-TRACKER-PART.STL

INITIATIVE TRACKER*



TIME & WEATHER TRACKER*



ATTACHMENTS/
ATTACHMENT-PORT.STL

ATTACHMENTS/
ATTACHMENT-PORT-PART-A.STL

ATTACHMENTS/
ATTACHMENT
_MINI-STAND.STL

ATTACHMENTS/
ATTACHMENT_PHONE-
HOLDER.STL

ATTACHMENTS/
ATTACHMENT-BOX-V1.STL

ATTACHMENTS/
ATTACHMENT-BOX-V2.STL

ATTACHMENTS/
ATTACHMENT-PORT-
PART-B.STL

* NOT INCLUDED. GET IT HERE: <https://www.gracewindale.com/collections/dms-inventory>



Dungeon

Gain the most out of your game by using this book as a reference for the rules of the game. It contains all the rules you need to know to play the game, and it's easy to find the information you need. It's a great reference for the DM and the players alike.

The rules are organized into sections, making it easy to find the information you need. The sections are: General Rules, Combat, Magic, and Equipment. Each section contains a detailed explanation of the rules, and a list of the items and spells that are covered by the rules.

The book is a great reference for the DM and the players alike. It contains all the rules you need to know to play the game, and it's easy to find the information you need. It's a great reference for the DM and the players alike.

Dungeon Master's Inventory

Use this book to keep track of your game. It contains a list of the items and spells that are covered by the rules, and a list of the items and spells that are not covered by the rules. It's a great reference for the DM and the players alike.

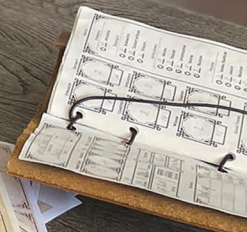
Hours 1 2 3 4 5 6 7 8 9 10 11 12

Minutes 1 2 3 4 5 6 7 8 9 10 11 12

Weekday 1 2 3 4 5 6 7

Day 1 2 3 4 5 6 7 8 9 10 11 12

SEKOPING'S DICE
OPEN UP A NEW
WORLD OF
ADVENTURE



DUNGEON MASTER'S INVENTORY
GRACEWINDALE

[illegible]



DUNGEON MASTER'S INVENTORY
GRACEWINDALE

GRACEWINDALE

3D PRINTABLE GAME MASTER SCREENS AND ACCESSORIES



My Dear Cousin

begin my sermon, let you are in grave danger. The
by me describe that's a very sick man. You know the
with your son is my name. He has simple means laid up for
in water and can deliver your family and friends. Please do
or make ground with a response. I will see you
rough.

YOUR FRIEND IN JOY AND STRIFE,
MARILENA FIDATKY

...ck or harm charmer. Charmer has advantage on ability checks to interact socially with you.

...hear and automatically fail any ability check that requires hearing.

...disadvantage on ability checks and attack rolls while source of fear is within line of sight. You can't willingly move source of fear.

...ed becomes 0, and you can't benefit from any bonus to your speed. The condition ends if the grappler is incapacitated effect removes you from the reach of the grappler or grappling effect.

...t take actions or reactions.

...sible to see without the aid of magic or a special sense. Your location can be detected by any noise it makes or any it leaves. Attack rolls against you have disadvantage, and your attack rolls have advantage.

...ncipated and can't move or speak. You automatically fail Strength and Dexterity saving throws. Attack rolls against ve advantage. Any attack that hits you is a critical hit if the attacker is within 5 feet.

...formed into a solid inanimate substance and **incapacitated**, can't move or speak, and unaware of surroundings. Attack against you have advantage. You automatically fail Strength and Dexterity saving throws. You have resistance to all damage immune to poison and disease. A poison or disease already in your system is suspended, not neutralized.

...have disadvantage on attack rolls and ability checks.

...only movement option is to crawl, unless you stand up. You have disadvantage on attack rolls. An attack roll against has advantage if the attacker is within 5 feet of you. Otherwise, the attack roll has disadvantage.

...speed becomes 0. Attack rolls against you have advantage, and your attack rolls have disadvantage. You have disadvantage Dexterity saving throws.

...ncapacitated, can't move, and can speak only falteringly. You automatically fail Strength and Dexterity saving throws. Attack rolls against you have advantage.

...you are **paralysed** and unaware of surroundings. You drop whatever you are holding and fall prone.

DYING

...ces you to 0 hit points and there is damage if the remaining damage equals or exceeds your n.

...HOUS you to 0 hit points and fails to kill you, you fall unconsciousness ends if you regain any hit

...THROWS start your turn with 0 hit points, roll a d20: higher, you succeed. Otherwise, you fail. the d20, it counts as two failures. If you roll a 20 on gain 1 hit point.

...uccess, you become stable. failure, you die. and failures don't need to be consecutive; keep track you collect three of a kind. The number of both is reset you regain any hit points or become stable.

...stable if anyone stabilizes you when you are at 0 HP. You after 1d4 hours if you aren't healed. You become in if taking damage.

...0 HIT POINTS any damage while you have 0 hit points, you suffer a throw failure. If the damage equals or exceeds your hit failures instead. If the damage equals or exceeds your hit mimum, you suffer instant death.

ENVIRONMENT

FALLING
1d6 bludgeoning damage per 10 feet, to a maximum of 20d6. Prone if damaged.

SUFFOCATING
A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round).

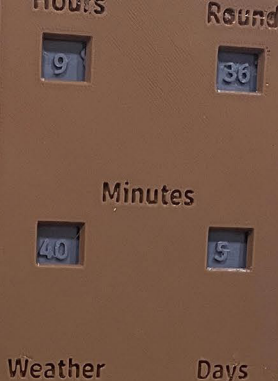
At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

LIGHTLY OBSCURED (DIM LIGHT, PATCHY FOG, OR MODERATE FOLIAGE)
Disadvantage on Wisdom (Perception) checks that rely on sight.

HEAVILY OBSCURED (DARKNESS, OPAQUE FOG, OR DENSE FOLIAGE)
creature effectively suffers from the blinded condition when trying to see something in that area.

EXHAUSTION

LEVEL	CUMULATIVE EFFECTS
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death



SCHRÖDINGER'S DICE.
OPEN AND SEE IF YOU
KILLED SOMEONE.

COMMAND

1ST LEVEL ENCHANTMENT

CASTING TIME: 1 action
RANGE: 60 feet
TARGET: A creature you can see within range

COMPONENTS: V
DURATION: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your effects follow. If the target can't follow your command, the spell ends. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends. The target drops whatever it is holding and then ends its turn. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Hail. The target doesn't move and takes no actions. A living creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels:

When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.