

Creative Brief

Dani Sas

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Project Title: Dungeons and Dragons Website

1. Project overview

The goal of my website is to be generally informational, but to present the history of Dungeons and Dragons and how the cultural perception of it changed tied to what editions came out at that time.

2. Resources

Copy is available at https://en.wikipedia.org/wiki/Dungeons_%26_Dragons and https://en.wikipedia.org/wiki/Editions_of_Dungeons_%26_Dragons , as well as some photography. There are a lot of other photographs available on Google Images as well.

4. Audience

This is a strictly informational site, and won't be promoted commercially in any way. This will be a part of my portfolio though, so it's likely that my instructors will see and review it. It's also likely that prospective employers will see it. Demographic information would be those interested in learning about the game. It is unlikely that older folks of retirement age would interact with this site, but I would love for it to be accessible to those who do want to read it.

5. Message

I'd like to make the history of this great game be presentable in an easy to digest way. As someone who has only gotten into the game recently, I don't know much about its history besides what I've heard from word of mouth. I

think it's really important to understand its legacy both good and bad as consumers of it in a modern setting.

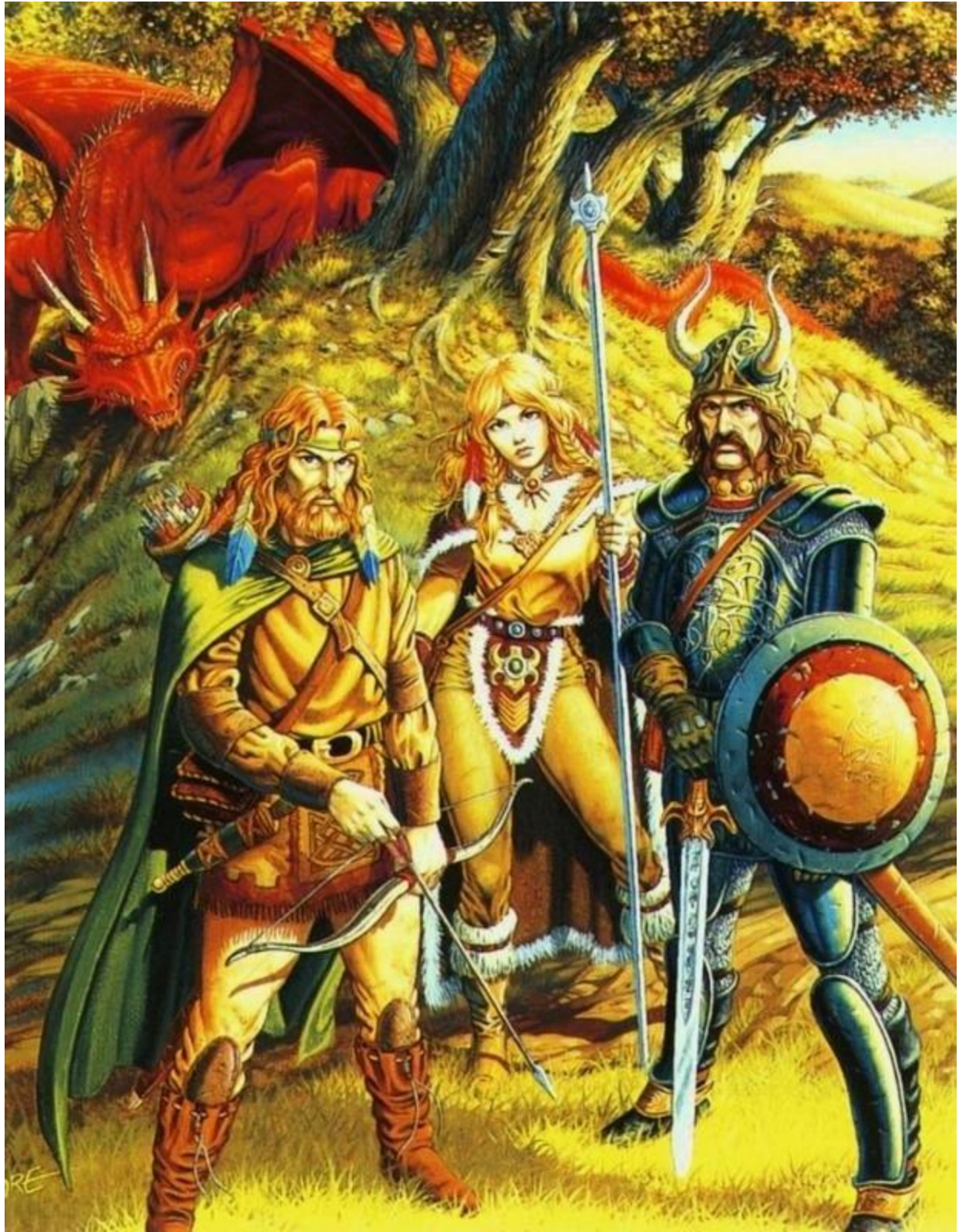
6. Tone

I really like the way that dnd books are written, as they are quite often just textbooks, but have learned how to present themselves in fun and interesting ways. Through the use of fantasy anecdotal storytelling and fun tidbits written in first person from characters in these stories about the information being presented, it allows these dense swaths of information to be engaging and light hearted when it needs to be, but also dramatic when the time calls for it. I want to find that balance as the people who made this game are real people, and I would also love to find anecdotes from people of that time talking about the culture and the editions themselves.

8. Visual Style

For this, since I'm replicating the tone of a dungeons and dragons book, I thought it would be an easy pull to shape the design like they do in their 5th edition books. Their very easy to read with a lot of room for images and labels. Below are ideas for types of photos I may include as well as the format that I want to use. Each edition has a distinct art style and so I would love to use that art to distinguish the editions on each page.







ABOVE: Artist Sam Weir (left), Todd Lockwood (center), and Jon Schuchman (right), along with Brian Borchers (bottom right), were the core team responsible for 3rd edition's influential new look.

RIGHT: 3rd edition conceptual drawings by Todd Lockwood, showing an emphasis on practical features that inspired new and old players alike in their world perspectives. Above: Lockwood (bottom left), center, and right and David Martin (bottom right).

"In all cases we were looking to find the mean between historical medieval and something new and unseen."

—TODD LOCKWOOD, DUNGEONS & DRAGONS 3RD EDITION ARTIST



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DRAGON WINGS

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRACONIC PRESENCE

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

WILD MAGIC

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

TIDES OF CHAOS

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

BEND LUCK

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You

can do so after the creature rolls but before any effects of the roll occur.

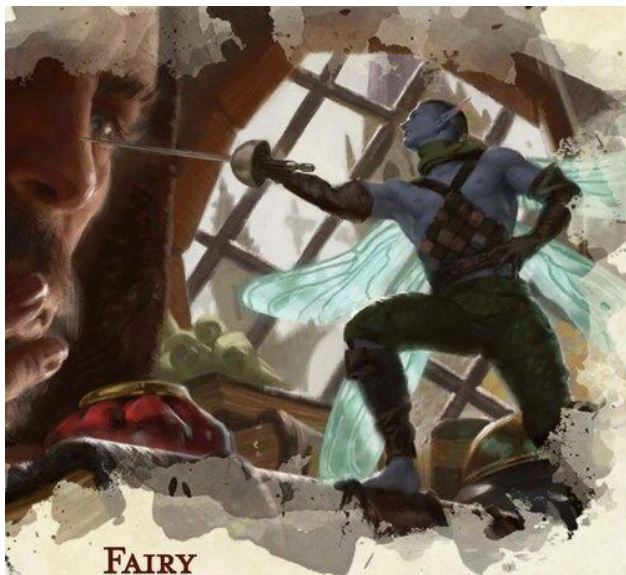
CONTROLLED CHAOS

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

SPELL BOMBARDMENT

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.





FAIRY

"THERE WAS ANOTHER LIGHT IN THE ROOM NOW, A THOUSAND TIMES brighter than the night-lights, and in the time we have taken to say this, it had been in all the drawers in the nursery, looking for Peter's shadow, rummaged the wardrobe and turned every pocket inside out. It was not really a light; it made this light by flashing about so quickly, but when it came to rest for a second you saw it was a fairy, no longer than your hand, but still growing. It was a girl called Tinker Bell exquisitely gowned in a skeleton leaf..."

— J.M. Barrie, *Peter Pan*

In the secluded glades and shrouded hollows of the wild world, if you search hard enough, you can find the races of tiny flying fey collectively known as fairies.

The term fairy refers to a few races of tiny fey with wings, such as pixies and sprites. Often ranked among the weakest of fey and rarely involved in great conflicts of history, these tiny people live their exceptionally long lives in the quiet of forest groves and other wild places. They are all imbued with an innate magic that is sought after by monsters and mortal mages alike, but most use this magic for little more than tricks and games when it isn't needed to keep them hidden.

Fairies generally do what they can to avoid being discovered, so it is quite rare for them to want to adventure in the dangerous outside world. Some of them inevitably have wanderlust stronger than their caution, and find a reason to leave their community. Others are cast out or even exiled, perhaps for a crime, or perhaps simply for their unusual and unfairy-like similarity to humanoids. Whatever their reason for traveling, the fairy adventurer is an incredibly rare sight. Adventurers of all races swap hopeful tales of what questing with such strange and fantastic companions might be like.

WEE WINGED FEY

Fairies resemble very small elves, ranging from 5 to 10 inches tall, with wings on their backs like the wings of butterflies, moths, or dragonflies. Like elves, they are slender and lithe, and they even have the same pointed ears. With their slight frame and tiny size, they usually weigh no more than 2 or 3 pounds. Fairies have skin colors mostly similar to elves, encompassing the range of human tones along with more amber, bronze, green, or blue shades. Their hair sometimes passes for human colorations, but can often be bright blue, green, or any other color. Some clans of pixies and scamps have even stranger colorations more befitting a fey.

STAYING HIDDEN FROM HUNTERS

The life of a fairy normally involves staying hidden from the outside world. While most of the more powerful fey usually ignore fairies and their villages except to enlist the occasional messenger or servant, the mortal world is eager to discover any pixies, sprites, or scamps that they can. Unfortunately, their eagerness usually goes too far. Fairies are commonly not only sought, but hunted by the outside races; they are prized for their innate magic, such as their wings or a pixie's dust. Some twisted few even seek and capture fairies simply to keep them in a deranged collection. These dark tales are what fairies tell their children to keep them from wandering too far from the safety of the hidden village, but that doesn't mean they aren't dangerously real.

To stay safely hidden, fairies build their settlements in locations that are difficult for others to find. Commonly chosen spots include the insides of logs, the boughs of trees or willing treants, within rings of toadstools, and other natural hiding spots found in verdant glades and untouched wilderness. While most of them live within the Feywild, there are plenty of fairy communities on the Material Plane as well, but they are so well hidden that you might never know it!

In some worlds, the wee folk have to fend off not only those that seek to harvest their innate magic, but even the natural predators who will hunt anything fairy-sized. One common example is the long-time nemesis of all wee folk and little animals – the cat. In other worlds, the magic of the fairies wards off such mundane threats, but fairies still face predation at the paws of the cunning magical cats that lurk in the Feywild.

FAIRY NAMES

Fairies are usually given names by their parents, but they lack family or clan names. They sometimes choose to rely entirely on nicknames that they have picked out for themselves. Fairies also might choose a name taken from the other races instead of a traditional fairy name, sometimes even naming themselves or others after a simple noun that the fairy finds intriguing instead of a proper name. Traditional fairy names, by contrast, often



