**Critical Play Report – *Dungeons & Dragons***

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*Dungeons and Dragons* is also called *D&D*, which is a famous and popular RPG game. It gives me a strong impression because it is tabletop RPG game and an entire game world is based on Dungeons Master (DM)’s narration. I have not been playing RPG game like this, so I really love this style of gameplay.

In the game, I’m acting as a Rogue and named Eldon Goodbarrel. I have strong abilities in Dexterity and Charisma. With the shortbow and shortsword, I can attack enemies in a long distance and sneak behind them for a lethal stab into their bodies. At the beginning of the game. I’m walking behind a cart with my companies. Our mission is to protect the card and trip to a town. But in our middle way, a group of goblins jump out and cut our way. We are facing a tough situation. Goblins are not very strong, but they are quick, moving very fast and with strong damage. These goblins want our cart. They think this cart is full of treasure. I and another company got a badly wound by a merciless goblin, but I can still fight. I jump onto the cart and shoot a goblin with my bow. It is not dead by my attack but it lost its ability to fight. Other goblins are dead or wound and escape away. Our wizard captures a wounded goblin. He asks this goblin why they attacked us and who hired them. “Nobody hired us, nobody”, goblin said with its strange voice, “Don’t kill me, let me go! I can tell you where the treasure is. Let me go!” We don’t believe this goblin because they are cheaters. Our wizard shouts, “No way, you ugly thief!” and kills it. Our companies ask me to have a check follows the goblins clue, because of my sneaking ability. We want to take treasure back and return it to its owner. The story is going but class is over…

We really enjoy our adventure by immersing into the game narration from the DM. The DM has really fantastic narration. The most attractive part of *D&D* is narrative game world and turn-based fight system. We are imagining our game world and build up companies, objects, monsters and so on in our mind. I never experienced a game like *D&D* before. In some point of view, the power of language makes *D&D* is the most realistic RPG game. The entire 3D game world built up by language and such beautiful leaves me a strong impression and I really enjoy it.

Based on the discussion above, I believe that *D&D* is the most impressive RPG game that I’ve ever played because of its storytelling and powerful language from the DM. The immersive experience that makes the players forget their real life and act the roles in the game. If there is another chance for *D&D*, I’ll definitely join in and fight for the faith.