**What is Dungeons and Dragons?**

Dungeons and Dragons is a storytelling tabletop game that started back in 1970s. The core of the game is storytelling. You and your friends come together, build heroes, create a world, and battle deadly foes throughout your world. The game can be as simple as collecting treasure to something much greater by becoming rulers or even legendary heroes.

**How do you play?**

To play this game you need a Dungeon Master (DM) and a few friends who want to play the game.

A DM’s job is important. They are the ones behind the scenes that help the players tell the story. In a way they are moderators that make sure the game runs smoothly. They give you the monster’s and so much more.

The players are also important to the DM because they are the ones that help build the story. Players create their own characters to throw in the campaign. A campaign is a connected battle, adventure, or scenarios that characters play in.

Once you’ve created the characters on a character sheet. The DM can start the session through world building. There are pre-set games that a DM may choose to bring in, especially if they are new to DMing, or they can create their own vast world from scratch.

**The Essentials**

There are a few essentials for this game that can make it run smoothly.

Core books: Dungeon Master Manual, Player Handguide, Monster Manual

Special Dice ( 1d4, 1d6, 1d8, 2d10, 1d20, etc.)

A tabletop map

Small figurines to fit on the map

Markers, pencils, notebooks

And your friends

More Information Can Be Found Here

https://dnd.wizards.com/