

Individual #2
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Dungeons and Dragons, this is a game that is almost all purely played in the Magic Circle, a game that has set the precedence for almost all games of the modern era. Let's begin with the rules. There are many different versions of the rules, depending on what campaign (the current story you are playing within D&D) you are playing, what version of campaign you are playing, if the Dungeon Master (the host or narrator of the game you are playing) has created any new rules or has created an entirely new world. The basic rules are as follows;

- Create a Character
This character can be created or customized based on the game you are playing or in the method the dungeon master directs
- Set the kinds of dice rolls you make to determine success or failure.
D&D is all about dice rolls, for each action you must determine what kind of dice you will roll and what effect this die will do for that roll.
- Set the nature of magic in your world
What kinds of spells are available, what limitations do they have. What you want to do is set up boundaries so you don't enable a player to become a god and destroy the entire campaign.
- Pick a Dungeon Master
This will be the player who plays the world. Pick someone who is good at narrative, who is fair, who will immerse themselves into the game and help the players step into their "Magic Circle" and play along with them.

The goal of D&D is to complete a campaign. As stated above, a campaign is the story you are playing within the world of D&D or a world created by the Dungeon Master. To complete the story you must follow a number of quests or tasks, crack the puzzles within each task, fight off enemies and accomplish the main task presented at the beginning of the campaign. These main tasks may include killing a dangerous monster, finding a missing individual, retrieving an important item, or even exploring an unexplored region. During the course of these tasks a player will have the opportunity to accomplish personal goals through the form of equipping better armor on their character or even leveling up their character to raise certain attributes and make themselves in game stronger.

The entire game is played in the Magic Circle, only rarely are the players allowed to break out. You must remain in your character throughout the campaign unless the DM advised otherwise. During the game you will encounter many challenges, most would include mysteries to solve or puzzles that reveal more clues as to where the final objective lies. Actions in the game are all determined by the roll of die. If you are going to try to negotiate with a vendor, roll a negotiation check and see what the odds of success are. If you are going to try to sneak into a cave, roll a stealth check to see if you alerted anyone on the way in, if you are going to try to convince a group of bandits that you shouldn't be robbed and killed, roll a persuasion check to see if you can get yourself out of that situation.

The rolls also help keep the game fair, they ensure the DM doesn't decide to turn your luck just because they want to in situations. Everything is based on how you roll and how the DM rolls. Monster encounters get harder the higher you roll, the decisions and attitudes of everyone around you also change with how well you roll. You also can't critically hit everything unless you roll well yourself, this ensures that everyone in the game has a fair chance of survival. And finally, D&D is a game where you can cooperate and help each other achieve your goal, or on the flip side you can make this game an absolute nightmare for everyone around you as you take the gold for yourself. It really depends on what kind of character you are roll playing and what incentives you have for yourself. In D&D literally anything is possible.