

DUNGEONS & DRAGONS

GAME OVERVIEW

Here's a quick overview of Dungeons & Dragons (D&D) to help you get ready to play the new classroom version, **Build an Adventure**. We hope you enjoy this innovative learning experience and will take it further by playing the full version of D&D with your friends.

WHAT IS DUNGEONS & DRAGONS?

Dungeons & Dragons is a collaborative storytelling game in which players can create their own characters and set out together on a fantastic adventure.

One player takes the role of the Dungeon Master (DM) and guides the story, describing its settings and inventing challenges for the other players' characters to overcome. The DM is the narrator. The other players imagine that they are the characters they have created as they explore the game-world and shape the story by making choices along the way. Open-ended, a D&D adventure can continue for hours, days, weeks, or even longer, limited only by the power of the participants' imaginations.

WHAT'S NEEDED TO PLAY?

The publishers of D&D, Wizards of the Coast, produce a Starter Set for new players. Each set comes with an adventure book with everything the DM needs to pilot the story, a rulebook that explains how to determine the outcome of various challenges and conflicts, a set of premade characters, and a set of polyhedral dice used to add an element of chance to the story's unfolding.

You will be playing an abridged version of D&D, designed to dial up your storytelling skills and tap into your talents for collaboration. Your adventure is based on the latest

D&D Starter Set: Dragons of Stormwreck Isle, a quest into a mysterious island haunted by ancient feuds and inhabited by elves, dwarves, halflings, and humans, as well as monsters and dragons. To prepare for your adventure, you will work in small groups to create your characters, map your island's landmarks, brainstorm scenarios to include in your story, and equip your characters with gear for whatever might happen. Then you will take turns playing the DM role, using the story elements and plot ideas you brainstormed and inventing situations and challenges for your teammates to overcome. The DM is the narrator, like the emcee of a game, and describes what's happening in the story and what comes next based on how the characters respond.

HOW TO GET STARTED

Your teacher will take you through every stage of preparation for your D&D adventure, providing you with activity sheets designed to simplify the process of creating characters, a setting, and a plot for your story. Then, once your preparations are complete, you will set out for your island and discover for yourself just how much fun and excitement you have stored away in your imagination.

TO LEARN MORE

How to Play Dungeons & Dragons: playdnd.com

