

A DICE-Y ADVENTURE



During a D&D adventure, players roll dice to determine the outcome of a challenge or encounter. In addition, characters can gain or lose points (called modifiers) depending on whether they have what it takes to succeed in that situation. Ready to see how it's done?

PART 1 Start by picking one of the five character types listed in the first column of the chart. Then read the first scenario below. To determine the outcome, visit the dice roller at toytheater.com/dice, choose the brown 20-sided die (called an *icosahedron*), and click the button to roll it. Now add or subtract points using the chart below. Look at the top row of the chart to find the special trait needed to succeed in the scenario. Follow the column down to your character type to find out how many points you must add or subtract. Then do the math with the number you rolled to determine your score. Write your score in the box and check the outcome list to learn what happens. With luck, you'll be able to continue this dice-y adventure through all three scenarios!

Here are traits to consider:

- **Strength** – measures physical power
- **Dexterity** – measures agility
- **Constitution** – measures endurance
- **Intelligence** – measures reasoning and memory
- **Wisdom** – measures perception and insight
- **Charisma** – measures force of personality

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Cleric	+2	1	+2	+0	+3	+1
Fighter	+1	+3	+2	+0	+1	-1
Paladin	+3	-1	+2	+0	+1	+2
Rogue	-1	+3	+1	+1	+0	+3
Wizard	+0	+2	+2	+3	+1	-1

1. Your team has just landed on the shores of the mysterious Stormwreck Isle and want to get the lay of the land before you begin exploring. Luckily, there's a town nearby and the local inn seems to be a good place to gather information. Unluckily, the innkeeper is suspicious of travelers. You'll need plenty of **charisma** to convince him to share what he knows. Roll the die to find out what happens!

17 points or moreThe innkeeper gives you all the information you need.
 16 points He gives you a lot of information.
 15 points He gives you a little information.
 14 points or less He is not charmed and you don't get any information.

2. A variety of dragons live on Stormwreck Isle. Some are friendly, some are not. You discover this firsthand when you accidentally awaken the young blue dragon, Sparkrender, who exhales a 30-ft line of lightning in your direction. You'll need **dexterity** to leap out of the way. And if you don't succeed, you'll need a second roll of the die and extra **constitution** to recover from being singed. Good luck!

Dexterity
 12 points or more You react quickly and leap out of the way. Whew!
 11 points or less You manage to move out of the direct line of fire but parts of you have been singed, so roll again.

Constitution
 21 points or more That tickles! No harm is done.
 20 points The damage is mild.
 The adventure continues!
 19 points or less You'll need a day to rest and heal. Hopefully one of your teammates has a healing potion or spell.

3. While exploring the edges of the island, you suddenly hear a half-growl, half-shriek. A hulking creature comes into view with purple feathers, brown fur, and a dangerous-looking beak and claws. It's an owlbear! And it looks hungry. But you notice a small wooden whistle around its neck that you sense is the key to your survival. Getting that whistle will take **strength** or **wisdom**. Decide which one you want to rely on. Then roll the die to find out what happens!

Strength
 14 points or more You quickly reach for the whistle, pull it loose, and blow. The owlbear calms down and becomes friendly.
 13 points or less You lunge for the whistle but aren't strong enough to yank it loose. The owlbear becomes angrier. Run!

Wisdom
 11 points or more You throw your lunch into the bushes. This distracts the owlbear, giving you a few seconds to pull the whistle from its neck and blow. The owlbear calms down and becomes friendly.
 10 points or less You attempt to distract the owlbear by throwing food its way but your aim is poor and the food bounces off its head, making it even more ill-tempered. Run!

PART 2 Now it's "roll-play" time! Act out these three scenarios with your team, rolling the die and doing the math again to find out what happens this time. Let every team member take a turn for each scenario or repeat the scenarios until everyone on your team has a turn. You can also take turns playing the other roles in the scenarios—the innkeeper, the owlbear, and the dragon.

FAMILIES, check out Dungeons & Dragons for a game night adventure. Learn more at playdnd.com.



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