

Dear Educator,

Here's a unique opportunity to take your students on a collaborative storytelling adventure that will reinforce language arts, problem-solving, and interpersonal skills as they explore fantastic realms, undertake challenging quests, and weigh daring choices in a world brought to life by their own imaginations.

It's a learning experience that students create for themselves with the roleplaying game Dungeons & Dragons (D&D), and one you can add to your class plans with this free standards-based language arts program for grades 4-6 from Wizards of the Coast, the publishers of Dungeons & Dragons, and the curriculum specialists at Young Minds Inspired.

The program is based on the *D&D Starter Set: Dragons of Stormwreck Isle*, and focuses on the fundamental elements of storytelling: character, setting, and plot. Students work in teams to put their own spin on these story elements as they embark on an adventure by roleplaying heroes of their own design. But students do not need prior knowledge of D&D to set out on this learning adventure. They just need imagination and a collaborative spirit!

With classroom activity sheets to guide students, handouts to introduce the game and its characters, and a detailed teaching guide, the program is easy to implement and easily adaptable to your curriculum requirements. Plus, we've added a fun interactive digital magazine for students that spotlights some of the creatures roaming the worlds of D&D, outlines the Dungeon Master's important role in the game, and profiles some of the real-life wizards who conjure new worlds of adventure for players around the globe.

We hope that you will share this program with other teachers at your school and help inspire today's generation of storytelling adventurers. Please let us know your opinion of these learning materials by visiting [ymiclassroom.com/feedback-dd](https://www.youngmindsinspired.com/feedback-dd). We look forward to hearing from you.

Sincerely,



Dr. Dominic Kinsley
Editor in Chief
Young Minds Inspired



DUNGEONS & DRAGONS

BUILD AN ADVENTURE

Target Audience

Students in grades 4-6

Program Components

The following materials are available at [ymiclassroom.com/dd](https://www.youngmindsinspired.com/dd):

- This teacher's guide
- Five reproducible activity sheets
- Game and Character Overview handouts
- A four-page digital magazine for students
- Educational Standards alignment chart
- A version of the program for grades 6-8

How to Use the Program

This program can be used with or without prior knowledge of D&D. Make photocopies of the activity sheets for students, as well as the Game and Character Overview handouts, and distribute these sheets to students before beginning the activities. Then organize students into teams of 4 to 6 and review the instructions and background for each activity.

D&D in the Classroom*

Dungeons & Dragons provides kids with numerous social, emotional, and creative benefits and can be a powerful learning tool.

The game is driven by the limitless possibilities of your imagination. One player takes on the role of the Dungeon Master (DM) and leads the story, describing its setting and the conflicts faced by the players. The rest of the group plays heroes of their own creation who explore the world, evolve in strength, and contribute to the story by making choices at every step along the way.

There are so many reasons to use D&D in the classroom. At its very core D&D is tied to literacy. The Player's Handbook, the primary text that helps players to understand the game, is 300+ pages, with a readability level of 1400L. While that may seem challenging, especially for those students who resist even the most basic reading, an increased interest in reading



Questions? Contact YMI toll-free at 1-800-859-8005 or by email at feedback@ymiclassroom.com.

has been seen after kids learn how to play D&D. And for those who aren't ready for that level of reading just yet, you can inspire them to get there by helping them write down a few notes about their character or the world they want to tell stories in. Once their interest is peaked (and it will be!), you won't be able to tear them away from the core rulebooks and beyond!



Pass out copies of the Character Overview handout and review it with the class. Discuss the character classes described on the handout and let the students share what they find interesting about each one.

Players create characters with a combination of reading, writing, and math skills but that's just what's on the surface. The game fulfills a vast array of learning standards and skills in cyclic fashion that supports mastery. During character creation alone, a player could make more than fifty decisions regarding who their character is (all done by reading about and analyzing these choices). So personalized is the creation, that students can truly find a way to represent who they feel they are in a fantasy world filled with power and wonder. In the game, students shuffle between the reading, writing, speaking, math, and listening modalities, as they make decisions based on scenarios presented by the DM in an adventure and react to the decisions of other characters.

D&D also helps with a wide range of math skills, everything from basic arithmetic (adding up all those dice rolls) to probability and statistics.

Rules and sourcebooks feature numerous informational text features, including graphs, headings, images, captions, sidebars, footers, a table of contents and an index, and yet the content is inherently creative and engaging. The text is designed for finding information, citing information, and using the information as needed over and over again, activated within a shared, imaginary platform.

The game is played by talking and listening—engaging the visualization tool in the brain tied to reading comprehension and theoretical processing. Communication and collaboration are key to success. Players do not quest alone. They form a party comprised of a unique group of heroes from diverse backgrounds with their own special set of skills. Players must work together to weave a story and accomplish common goals.

You don't need to fully understand how to play D&D to see its clear educational and emotional value for students. The act of having students play this game (and they WILL make an effort to do this), will unlock potential in them you may have never expected.

Using the Activities

The following activities are inspired by D&D to introduce your students to a collaborate roleplaying and storytelling experience. To start, distribute the Game Overview handout to give students background on D&D.

Activity 1 Characters Create Stories

In this activity, students learn about story elements, how those elements come to life in the game Dungeons & Dragons, and create a character.

Explain to students that they are going to learn about telling stories by playing an adventure game. And every good story starts with interesting characters. A game of Dungeons & Dragons, or D&D, is also about the characters—characters who are created by the players.

Then, tell the students that they are going to develop their own characters. Explain that roleplaying is at the heart of D&D. The players determine how their characters think, act, and talk. Then the Dungeon Master, who leads the story, uses the characters' actions and attitudes to determine how non-player characters react. Dragons, monsters, elves, and other non-player characters who arise in the story might be helpful or hostile depending on a character's personality and behavior. Encourage students to keep this in mind as they use their imaginations to develop their own interesting characters.

Pass out the activity sheet and have the students follow the activity prompts to complete Part 1. For question number 3 in Part 1, give the students examples of each skill. For example, dexterity means your character can leap, twist, and perhaps do a cartwheel to avoid danger. Wisdom means your character has the knowledge to make smart choices. Charisma might mean your character can talk someone into doing something to help the team.

After completing Part 2 of the activity sheet, group the students into storytelling teams that each have a variety of character classes. Have students share their character profiles and adjust them if they wish based on the team's feedback. Explain that once the story begins, they will refer to these profile sheets as they embark on their adventure.

Activity 2 Imagine Your Own World

In this activity, students create a setting for their characters.

Tell students that their characters need a world in which to interact. In stories and games, this is called the *setting*. Review this story element by asking students: *What is the setting for one of your favorite stories? How does the setting impact the story?* Give them time to share with each other in small groups or as a whole class.

Distribute copies of the activity sheet which includes background information about Stormwreck Isle, the setting for the latest D&D Starter Set, and guidelines to help students develop the setting for their own story, a nearly deserted island off the coast of Stormwreck Isle. Working in teams, ask students to map their island, showing specific locations, and create backstories for each location to use in plotting their adventure, using the Stormwreck Isle backstory as inspiration.

Activity 3 The Plot Thickens

In this activity, students create the framework for their adventure story's plot.

Remind students that a good plot usually builds on a problem the characters must solve or challenges they must overcome. Ask for examples from recent stories they've read or watched on screen.

Distribute the activity sheet and review the directions. In Part 1, student teams determine why their characters are going to the island they've created. Each character can have their own goal, or the team can have a united goal. Part 2 features scenarios that teams can integrate into their storytelling. For each idea, encourage the teams to use their imaginations, think about the situation, and determine what their characters will do.

In Part 3, students focus on how a character's abilities and behavior contribute to a story's plot. The activity sheet presents a table describing different combat actions, magical powers, and physical activities. Team members select one item from each row to integrate into their character's evolving storyline. To add an element of surprise, students might roll a die to determine their pick from each row. (You can use the online die at toytheater.com/dice.) Teams then add these elements to their stories.

Activity 4 Gear Up!

In this activity, students purchase equipment they think their characters might need on their adventure.

Tell the students that, just like in real life and in stories, D&D characters often need special equipment to help them achieve their goals. Pass out the activity sheet and go over the directions. In Part 2 of the activity, let the students share how they think the equipment they have purchased will help their character advance through the story. Have teams compare their equipment choices and share the reasoning behind each choice to make sure all their characters are prepared for the adventure.

Now it's time to let the storytelling begin!

For Part 3 of the activity, have students organize their character profiles, setting maps and backstories, potential plot points, and equipment lists for easy reference as they roleplay a journey to their imagined island. D&D players rely on a Dungeon Master (DM) to guide the action by inventing encounters and challenges as the game unfolds. For this activity, students will need to choose one person to be the DM. This should be a person who has a great imagination and loves to use it in creative ways. In subsequent game play, other students can have a turn being the DM. Explain that the DM is the narrator and acts like the emcee of a game. The DM will use the ideas that the team created to describe scenarios and lead the story. Then the students role-play how their characters act or respond. Note: Review the Game Overview handout and digital magazine with students for more information about the DM's role.

Have all teams begin with their arrival on the island – *How do they get there? Do they arrive individually or as a group? Where do they land? What happens?* Explain that the DM must narrate the adventure to set the stage for some challenge or encounter that will require each character, or student, to respond in some way. At that point, each character describes what they do to cope with the situation and make progress toward their goal. For example, the DM may say that the ship suddenly encounters a sea monster that blocks them from landing on the island. How will each character react to

this problem? Can they work together to use their different character traits and skills to get past the sea monster and land on the island?

Characters can tap into their creativity to take the story in unexpected or even fantastic directions, and the DM can create plot twists and surprises as well. As an extension activity, consider having the students take notes as they shape their adventure so they can present their story, perhaps as a roleplaying skit, to the whole class. Remind students that their characters should work as a team on this adventure and they should all use their imaginations and have fun!

Activity 5 A Dice-y Adventure

Inspired by D&D, this math-based activity uses the roll of a die to add an element of chance to students' storytelling adventures.

Pass out the activity sheets and review the directions for Part 1. Refer to Activity 1 for descriptions of the modifiers. Note that students will need access to the 20-sided die (the brown one, an icosahedron) at toytheater.com/dice, or they can number slips of paper from 1 to 20, mix them up, and draw a slip to get their dice-roll number. Have students complete this part of the activity individually, rolling the die and using the character trait chart to determine the outcome of each scenario. Then, for Part 2, have students work with their teams to "roll-play" the scenarios again. They can also use the table and imagination to create their own word problems.

The D&D Digital Magazine

Designed for students, this online interactive magazine spotlights some of the creatures who roam the world of Dungeons & Dragons, outlines the Dungeon Master's important role in the game, and profiles some of the real-life wizards who conjure new worlds of adventure for D&D players around the globe. Encourage students to visit ymiclassroom.com/dd-mag for a reading experience they won't forget!

Resources

Dungeons & Dragons: playdnd.com
YMI program site: ymiclassroom.com/dd

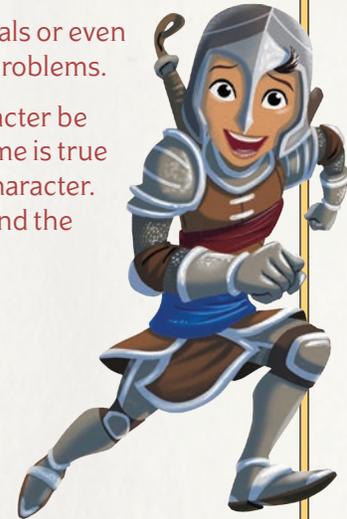


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CHARACTERS CREATE STORIES

Stories are all about the characters. Characters in a story are usually people, but they can be animals or even made-up creatures. Sometimes, they have special traits or magical powers that help them solve problems.

When you write a story, you usually start by thinking about your character's traits. Will your character be brave or smart? Will they have fighting skills or magical powers? What will they look like? The same is true in the world of Dungeons & Dragons (D&D for short). In the game, you get to choose your own character. Your character must work with other characters to perform tasks and solve problems. How you and the others do that will affect what happens in the story.



Ready to start your own D&D-inspired adventure?

PART 1 Who will your character be?

1. Read the Character Overview handout. Then, circle which character type you would like to be:

cleric fighter paladin rogue wizard

2. What does your character look like? Describe their clothing, eyes, hair, height, etc. Then draw a picture of your character on the back of this sheet.

3. In D&D, the characters use skills that fall into these categories:

- **Strength** – measures physical power
- **Constitution** – measures endurance
- **Wisdom** – measures perception and insight
- **Dexterity** – measures ability to move quickly and skillfully
- **Intelligence** – measures reasoning and memory
- **Charisma** – measures personality

Choose one of the skills above and write about how your character would use it to their advantage. For example, maybe your character is a **fighter** and **strength** would allow them to lift a strong and powerful sword.

PART 2 1. Now you're ready to create a character profile. Complete the chart below to bring your character to life!

Epic Name	
Distinguishing Feature	
Positive Trait	
Skills	
Greatest Strength	
Main Weakness	
Personal Ideal or Goal	

2. Use a separate sheet of paper to write a brief backstory, or story about your character's past. For example, how old is your character? Do they come from a big city or a small farm? Do they have brothers, sisters, or pets? Have they been on any adventures before? Has something sad or exciting happened in their life before? Once that's done, you'll be ready for action!

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IMAGINE YOUR OWN WORLD

PART 1 Your character needs a place to live and have adventures! In stories, the setting can be anything from a rabbit burrow to a large country. In D&D, the storytelling takes place in a fantasy world filled with mystical locations and creatures. For example, there's Stormwreck Isle, a small island occupied by two families of dragons who have been fighting each other for centuries. Read the backstory and description of Stormwreck Isle opposite.

Now, create an island next to Stormwreck Isle that has a very small population. This is the setting where YOUR story will take place.

On the back of the activity sheet, sketch out the island and include the features listed below:

- island name
- a cove, lake, or other body of water
- a tall geographical feature
- a monster's lair
- a place of safety



PART 2 Divide the island features you have mapped among the members of your team and create a backstory for each one, explaining its significance on the island. How did the item form? Is it natural or did someone build it? How big or deep is it? What does it look like? Why is it there? Write your backstories on separate paper.

Remember to work as a team and let your imagination soar. There's no right or wrong way to tell the story. It's your team's story. Have fun!



ABOUT STORMWRECK ISLE

Legend has it that centuries ago, there lived two dragon families. The metallic dragons—gold, silver, bronze, brass, and copper—were made by a dragon named Bahamut. The other dragons were called the chromatic dragons, and they were red, blue, green, black and white. They were made by a dragon named Tiamat. Tiamat and Bahamut did not get along, so the dragons were always feuding, or fighting each other.

According to the legend, Stormwreck Isle was formed when the metallic dragons captured a fire-breathing red dragon named Sharruth and trapped her beneath the ocean floor. Her fury caused undersea volcanic activity that formed Stormwreck Isle. As a result, there is magic on the island that has drawn other dragons there ever since and the feuds continue.

Most believe that Sharruth died, but rumors persist that she is still raging far beneath the island. Others that live on the island include shipwrecked sailors, small strange reptiles called kobolds, mushroom-like people called myconids, and other mysterious and hostile creatures.

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WIZARDS
OF THE COAST

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THE PLOT THICKENS

Now that you've designed your story's characters and setting, you're ready to create your story's plot. How will your characters come to the island? What will they find there? What challenges will they encounter? How will they work together to solve a problem? The answers are all up to you.



PART 1 Start with motivation. What do your characters hope to accomplish on this island adventure? Each character can have their own goal, or the whole team can have one common goal.

Choose a goal for your adventure from the list below or create your own:

- Discover whether a legend is true.
- Search for treasure.
- Form an alliance with the island's inhabitants.
- Explore the island's mysteries.
- Other: _____

PART 2 Next, make things interesting. Add some of the challenges or situations listed below to your storyline. But remember: Use the character profile chart you made in Activity 1 to make sure your character can handle the challenges or situations you choose. Then, mark the location of each situation you add to the storyline on your map.

- a. Some of the island inhabitants do not like visitors. They think you are there to steal from their island.
- b. Some of the island inhabitants like visitors. They invite your team to join them for dinner.
- c. An old wise man shares a secret message with you that you must solve.
- d. You come upon a mysterious-looking door hidden among the rocks on the shoreline.
- e. As you're exploring, a net made of leaves and branches cascades down around you.
- f. You come to a cliff and see swirling ocean waves crashing below. In the waves, you notice colors swirling and forming a shape.
- g. You're out walking in a deserted part of the island and see an opening to a cave.
- h. After dinner on your first evening there, you hear a screeching sound coming from what seems to be a forest.

PART 3 Now use this table of abilities and behaviors to empower your characters for their adventure. Choose one item from each row that your character must do in the story. Or let fate decide by casting a die to determine your choices. (You'll find an online die at toythetheater.com/dice.)

Category	1	2	3	4	5	6
Combat Action	Cast a spell	Run	Help	Hide	Use a special ability	Search
Magical Power	Freeze someone (or something)	Create a shield	Put someone to sleep	Make someone or something invisible	Be protected from evil	Understand languages
Physical Activity	Travel a short distance	Find an object	Encounter difficult terrain	Swim	Encounter enemy space	Encounter friendly space

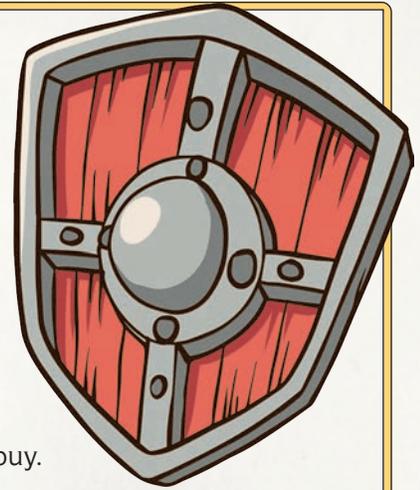
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GEAR UP!

D&D characters often need special equipment to help them achieve their goals, whether it's a disguise kit or a wizard's wand. What equipment will your character need for your adventure?



PART 1 Think about your character's skills and the challenges you might face on your island. The chart below lists various items that could be useful in combat or while exploring, but each item comes with a cost. You have 300 gold pieces (gp) to gear up for your adventure. Choose carefully, and use your math skills to purchase everything you imagine you might need. Place a checkmark next to the items you decide to buy.

Battle Gear	Cost	Protective Gear	Cost	Adventuring Gear	Cost
Sword	5 gp	Leather Armor	10 gp	Candle	0.5 gp
Hammer	2 gp	Shield	10 gp	Disguise Kit	25 gp
Spear	5 gp	Chain Shirt	50 gp	Lantern	5 gp
Crossbow	25 gp	Metal Breastplate	100 gp	Lock	10 gp
Hand Axe	15 gp	Metal Helmet	100 gp	Healer's Kit	5 gp
Trident	10 gp	Vanishing Dust	150 gp	Rope	1 gp
Dart	5 gp	Invisible Barrier	150 gp	Thieves' Tools	25 gp

Total gold pieces spent: _____

PART 2 Now re-examine your choices by using the space below to explain how you think each item you purchased will help your character. If you have second thoughts, you can still make changes to your adventure gear.

PART 3 Now, let the storytelling begin! With your team, gather your character profiles, setting maps and backstories, potential plot points, and equipment lists for easy reference as you start your island adventure. Your teacher will help get you started. Then it's up to you and your imagination. Have fun!



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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.

Read each scenario below. In each one, you will need to use a different skill. Find the skill at the top of the chart. Then, roll the die. You can use the dice roller found at <http://toytheater.com/dice>. Choose the brown 20-sided die (called an *icosahedron*) and click the button to roll it. What number did you roll?

	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

Next, take the number you rolled, and follow the column down to your character type to find out how many points you must add or subtract to that number. This will give you your score. For example, in the first scenario below, you need **charisma**. If your character type is a Paladin, and you rolled a 15, you would add 2 points to your score for a total of 17 points.

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 more The 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.

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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



DUNGEONS & DRAGONS

BUILD AN ADVENTURE

CHARACTER OVERVIEW

In Dungeons & Dragons (D&D), players create their own unique characters based on a set of different character classes, races, and backgrounds. Then, working together as a team, the characters shape the game's story to create a unique adventure, facing challenges and solving problems together.

To begin your D&D adventure, you will create a character based on one of the five character classes featured in the latest *D&D Starter Set: Dragons of Stormwreck Isle*. This story is set in the Forgotten Realms — a world of fantasy populated by elves, dwarves, halflings, humans, and other folk, as well as monsters and other fantastical creatures like dragons. Use this overview to learn more about the different character classes brought together by this adventure. Which will you bring to life as a character all your own?

CLERIC

Those stirred by spiritual forces often become Clerics. Endowed with sacred powers granted by a higher power, a Cleric can cast helpful spells and heal both diseases and dangerous wounds. They are skilled in combat but usually stay behind the lines of battle, ready to strike should an enemy break through. This blend of martial and magical abilities makes the Cleric a valuable ally, especially when dark powers threaten the land.

FIGHTER

Players eager for action may feel themselves destined to become Fighters. Masters of a wide range of weapons and combat styles, Fighters are prepared for any situation, whether on the battlefield or in a monster's lair. With the strength to wield the mightiest sword and the speed to dodge the quickest blows, Fighters play an essential part in every adventure.

PALADIN

Like the knights of old, Paladins draw on their faith to prevail in battle. Heavily armed and armored, confident in the power of their sacred symbols, Paladins never tire in the struggle to vanquish evil. They are an unrelenting force for good wherever you find them and unfailing allies on any adventure.

ROGUE

Players who are not afraid to bend the rules may feel most at home among Rogues, tricksters who are usually the first to find trouble and the last to get caught. Rogues are masters of sneakiness and cunning, able to pick the lock on a chest full of treasure or pick apart an enemy's defenses. Yet, despite their conniving ways, Rogues can always be counted on when their allies need them most.

WIZARD

Drawing their power from deep study in the magical arts, Wizards command spells for every occasion. They can devastate an opponent with a wave of thunder, disappear in a cloud of vanishing dust, or transport themselves into (or out of) a desperate situation in the nick of time. Though usually unskilled in the use of mundane weapons and armor, when defended properly, a Wizard can be the deciding member of any adventure team.



Illustrations by Mariano Epelebaum

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