

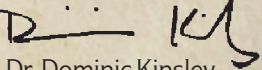
Dear Educator,

Are you looking for a fun and engaging way to empower your students to become more confident, tackle challenges head-on, and learn perseverance? Take your students on an adventure to explore fantastic realms, undertake challenging quests, and weigh daring choices in a world brought to life by their own imaginations! You can add this learning experience 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 captivating puzzle-based activities will take students through critical-thinking exercises inspired by the Dungeons & Dragons roleplaying game and its characters. As the students work together to solve problems during their imaginary adventures, they will gain skills to become more inclusive, adaptive, creative, and collaborative in their real-world connections.

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

Sincerely,



Dr. Dominic Kinsley
Editor in Chief
Young Minds Inspired



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

PUZZLES, MAZES, AND MYSTERIES INSPIRED BY

DUNGEONS & DRAGONS

Target Audience

Grades 4-6

Program Objectives

- Reinforce critical-thinking, language skills, and teamwork with engaging puzzles
- Inspire creative expression and imagination

Program Components

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

- This teacher's guide
- Four reproducible activity sheets
- Dungeons & Dragons Game and Character Overview handouts
- Educational standards alignment chart
- A version of the program for grades 6-8
- An online feedback form

How to Use the Program

This program can be used with or without prior knowledge of Dungeons & Dragons (D&D). Make photocopies of the activity sheets, as well as the Game Overview and Character Overview

handouts, and distribute these sheets to students before beginning the activities. Visit the program site at [ymiclassroom.com/dd](https://www.ymiclassroom.com/dd) for additional information and resources, including the **Build an Adventure** creative writing teaching kit.

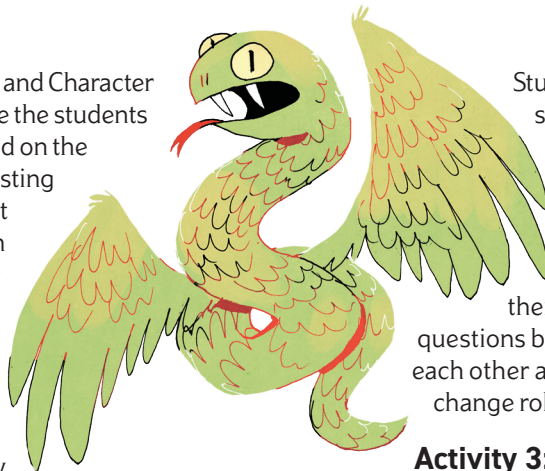
Activity 1: The Beholder's Clues

In this activity, students are introduced to D&D characters and the Xanathar, a clever beholder whom they must pass to begin their own adventure by collaborating to solve riddles and writing descriptive paragraphs.

Begin this activity by asking students if they've ever imagined going on an adventure. Maybe they've roleplayed outdoors or in a video game, or maybe they've written a story in which they are the lead character who sets out on a quest. Tell them that we all have a hero inside of us, and today they will challenge themselves on a quest in the classroom. Sort the students into groups of six and



pass out copies of the Game Overview and Character Overview handouts for reference. Have the students discuss the character classes described on the handout, sharing what they find interesting about each one. Then have them select roles — each team will need a Dungeon Master (DM), along with one character from each class to make up their adventuring party of five for the activities. If you have smaller groups, students can play multiple roles.



Students can continue working in their groups of six or new groups so that they have one member from each character class (the adventuring party) plus a DM. The members of the party will travel as a group through a maze, while the DM monitors them. Pass out the game board and instructions and read through them together. Allow time for the students to ask questions before they start playing. Teams can race against each other and can play multiple times to beat their time, or change roles and replay.

Distribute the activity sheet and review the instructions. For Part 1, students work in their groups to roleplay and solve riddles. The DM can roleplay the beholder or monsters in the riddles and can make up answers to the adventuring party's questions, deciding if they want to help the party or not. In Part 2, the DM can select a character to write a description. Review the answers as a class.

Answers: Part 1: 1. secret; 2. spell; 3. telepathy. Part 2: Answers will vary.

Activity 2: Escape the Labyrinth

In this two-page activity, students will work collaboratively and use logic and creativity to be the quickest team to reach a curious chest at the end of a mysterious maze.

Tell the students that they may have gotten past the beholder, but the adventure is not over! Lord Cinderpuff, a red dragon, has chased them into a labyrinth. The dragon wants the treasure chest at the end of the maze. Who will reach it first?

Activity 3: That's Logical!

In this activity, students will solve logic puzzles using deductive reasoning and language skills.

Tell the students that they've escaped Lord Cinderpuff and the maze, but now they must figure out how to use the three keys they obtained to open the chest. There are runes or symbols on the chest in an ancient language called Davek. If they can decode the runes, they will discover the order the keys should be inserted to open the chest.

Pass out the activity sheet and go over the instructions. Review the answers together.

Answers: Part 1: The bronze key is first, the silver key is second, and the copper key is third. Part 2: ancient map.

Program extension activity: Continue the story! Ask the students to write another chapter in the adventurers' tale. This could be in the form of a narrative paragraph, a storyboard using a slideshow program, or even a script.

Resources

playdnd.com
ymiclassroom.com/dd



WIZARDS
OF THE COAST
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THE BEHOLDER'S CLUES

You and your team have just set out on a grand adventure! But no true adventure is without obstacles. Your first obstacle: A frightening-looking monster is blocking your path! It's a beholder called the Xanathar. Cunning and clever, his large eye narrows as he gazes at your party. He tells you that to pass, you must solve a series of riddles.



PART ONE

The imposing beholder shares the riddles below. Work as a team to solve them. Your team's Dungeon Master (DM) can help the team solve the riddles. Or the DM can play the monster roles and make up answers to your adventuring party's questions. The DM can choose to be either helpful or challenging with their answers.

Riddle 1. If I have it, I don't share it. If I share it, I don't have it. What is it?

- *Hint!* It is something that someone you know might share with you. (You can't touch it.)
- *Hint!* It is something that you wouldn't share or repeat unless someone might be in danger.

Answer: _____

Riddle 2. You do it every time you write. A beholder in a Dungeons & Dragons adventure might use it to levitate an adventurer. What is it?

- *Hint!* It's not something you hold.
- *Hint!* It is something that is "cast."
- *Hint!* It's a homonym and is a verb and a noun.

Answer: _____

Riddle 3. With this form of communication using the mind, no words are spoken. Mind flayers use it to communicate with each other and with the characters whose minds they control. What is it?

- *Hint!* It shares a prefix with a common device humans use to talk with each other.

Answer: _____

PART TWO

Before the beholder tells you whether you answered the riddles correctly, the monster gives you another option: To share how you would use your adventurer's skill to pass. Using the character that you selected and their skill below, describe how you would pass the monster. Write your answer on the back of this sheet.

Character	Barbarian	Paladin	Druid	Wizard	Rogue
Skill	Strength	Charisma	Wisdom	Intelligence	Dexterity
Description	Athletics	Persuasion	Animal handling, medicine	Arcana (spells)	Sleight of hand, stealth

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ESCAPE THE LABYRINTH

GAMEPLAY INSTRUCTIONS

You've made it past the beholder, but another obstacle awaits you. This time, it's a curious maze. At the end of the maze is a treasure chest — and a red dragon named Lord Cinderpuff wants it! Can you collect the three keys you need to open the chest and get out of the maze quickly? Watch out! There are traps that will slow you down.

Prepare to Play: Prepare your team. Each team should have a Dungeon Master (DM) and one member from each class to make up the adventuring party: a paladin, wizard, rogue, druid, and barbarian. The five members of the adventuring party will travel as a group through the maze.

The DM's job is to record how long it takes the party to make it through the maze to the treasure chest. The DM also places each of three keys and five traps on different squares in the maze, keeping their locations a secret. The DM should record the spaces of these hidden locations below. (Write the letter of the row and the number of the column.)

KEYS: Bronze _____ Copper _____ Silver _____

TRAPS: 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

The DM may use the trap descriptions below, make up their own, or do both! The DM can also give the party clues.

- **Trap 1:** You've encountered a beholder named Delilah Deathray! She bats one large and ten small eyes at you and demands you stop to admire her beauty. Add 1 minute to your final time.
- **Trap 2:** You thought you found a chest with a key inside, but you've stumbled across a mimic named Mimi LeChaise, who becomes angry and charges at your party! Go back to your last space.
- **Trap 3:** You've encountered Dr. Tentaculous, a mind flayer that uses its four tentacles and paralyzing psychic powers to render the team unable to make decisions. Add 1 minute to your final time.
- **Trap 4:** It's a gelatinous cube! The gelatinous cube is oozing over your path. His name is Blorp and he just wants a hug! Go back 3 spaces to get out of its way.
- **Trap 5:** You've encountered Hoots McGoots, an owlbear staring down at you with its thick feathers, piercing eyes, razor-sharp beak, and steal-clawed paws. You know some are tame, but you can't take your chances. Add 1 minute to your final time because you had to wait for it to pass.

Play the Game: When the DM starts the clock, it's time to play the game! Take turns rolling a standard dice. Working together — never split the party! — decide which way to travel. You can go in any direction as long as the squares are adjacent or touch. You cannot jump over the dark walls. Use a coin as game piece to mark your location. The goal is to find and collect all three hidden keys, avoid the traps as best you can, and exit the game to get to the chest as quickly as you can.

- **Keys:** If you land on a space with a key, the DM will congratulate you and tell you which key you've found. Remember, you must collect all three keys before you exit the maze!
- **Traps:** If you land on a trap, the DM will describe the trap and tell you whether it will cost you time, steps, or both!

Game Over! The game ends when the adventuring party collects all three keys and reaches the exit. You don't need an exact roll to exit. For example, if there are 2 squares left and you roll a 4, you can exit.

So, what's in the chest? Complete the next activity to find out!

Time it took to complete the maze: _____



ESCAPE THE LABYRINTH

GAME BOARD



ENTER

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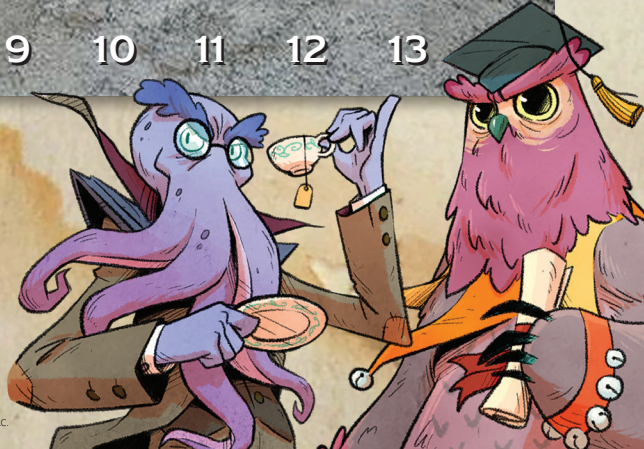
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13

APPLIED DENTISTRY

EXIT

Illustrations by Kyle Ferrin, Jake Parker and Cam Kendall



PART ONE

THAT'S LOGICAL!



You've made it to the end of the maze, and now it's time to open the chest! Unfortunately, to open the chest, you must insert the keys one at a time into three separate keyholes, and they must be inserted in a specific order. But which order? You look closely at the chest and notice that it is covered in runes or symbols. The runes are from an ancient Dwarven language called Davek. Decode the runes to discover which key should be inserted first, second, and third!

Look at the sentences below. There is a rune under each letter that when spelled out, identifies the key color. Look at the Davek chart below. Find the rune, then write that letter in the space above it. Continue until you know the order to insert the keys.

First: Use the _____ key.
 T L A Z Z Z

Second: Use the _____ key.
 S I Y M Z L

Last: Use the _____ key.
 J A F F Z L

<	T	J	Y	Z	M	M	+	1
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	P	G	M	I	A	N	Z	
S	T	U	V	W	X	Y	Z	

PART TWO

You've opened the chest! What's inside? Decode the runes one more time to find out! Then, draw a picture of what you imagine the treasure looks like!

< Z J I Z Z P P < F



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 Learn more at playdnd.com.

PUZZLES, MAZES, AND MYSTERIES

INSPIRED BY

DUNGEONS & DRAGONS®

CHARACTER SHEET

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

Characters are grouped into classes. Each class has its own unique set of characteristics. Five of the characters are described below. Use the descriptions to help you complete the activities.



PALADIN

Paladins pursue a life of adventure in service to a higher calling. They are champions who fight the wicked and save the innocent. Paladins are skilled warriors and also expert spellcasters who channel the power of their gods to help or heal those around them, or defeat their foes with a single devastating blow. Paladins are typically very disciplined fighters who head into battle with clear purpose and unshakeable principles.



ROGUE

Rogues are not afraid to bend the rules. They are tricksters who are usually the first to find trouble and the last to get caught. Rogues are resourceful problem solvers, 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.



BARBARIAN

Storming, stomping, and slashing through anything that stands in their way, barbarians are powered with rage at the world around them. Courageous, bold, and unhesitating in the face of danger, their uncanny reflexes, resilience, and feats of strength make them a force to be reckoned with. If you can get on their good side, you will have a powerful ally and staunch protector.



DRUID

Druids revere nature above all, gaining their spells and other magical powers either from the force of nature itself or from a nature deity. Whether calling down lightning to destroy an enemy threatening their forest or transforming into an animal and fighting the enemy with tooth and claw, druids are the embodiment of nature's resilience, cunning, and fury, and a valuable member of any adventuring team.

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