

DUNGEONS & DRAGONS



ACTIVITY BOOK



Welcome to the world of DUNGEONS & DRAGONS!

Dive into an adventure by testing your will and wit as you solve brain-teasing puzzles and mysterious cryptograms, encountering strange creatures and faithful companions along the way.

Complete the following activities on your own or share the adventure with a friend! As you navigate the puzzles, think about how your character(s) would approach them. Then roleplay and act it out!

Will you lose your way – or escape with treasure? Turn the page to discover your destiny!

Turn this page upside down to check your answers. Don't peek!



Illustrations by Kyle Ferrin, Jake Parker, Cam Kendall, Shawn Wood

X				X
	X			
			X	
X				

		X			X
	X				
			X		
				X	

			X		
		X			
				X	
	X				

Second lock (three possible solutions):

4	3	8
9	5	1
2	7	6

ACTIVITY 6

First lock:

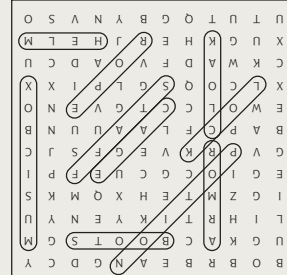
0	0	0	1	0	0
0	0	1	1	1	0
1	1	1	1	1	1
0	0	1	1	1	0
0	0	1	1	1	0

ACTIVITY 3

ACTIVITY 4

Knock once,
knock again,
unlock the door,
and let us in!
Hush now dragon,
It's time to take a nap,
Lay your head down,
And we will build a trap!

armor
boots
cage
cloak
helm
lock
music box
potion
rope
staff



Word search answers:

Flick to the right and left

ACTIVITY 2

Wand of Secrets

ACTIVITY 1

ANSWERS

ACTIVITY 1

PREPARE FOR ADVENTURE!

INTRODUCTION

Welcome to your adventure! Because of your bravery and wit, your town has chosen you to trap a troublesome red dragon. The dragon, whose lair is nearby, is quite lazy and has some trouble hearing, but he keeps eating the town's crops — and sometimes he accidentally sets the nearby forest on fire, too!

Legend has it that the dragon likes to hoard items, and that he has a large treasure, which could help replace the town's income lost from the ruined crops. The town can't afford to give you any supplies to help you trap the dragon, but you might be able to find some in the dragon's lair.

YOUR TASK

Enter the dragon's lair, trap the dragon, and claim its treasure!

Are you ready to accept the challenge? If so, read about the DUNGEONS & DRAGONS character classes on the next page and choose your role for this adventure!

WHO WILL YOU BE?

Choose one: Paladin, Rogue, Wizard, Barbarian, or Druid

Write your character class and the name of your character on the lines. Choose any name you want — be creative!

Then, draw a picture of yourself as the character.

Character Class: _____

Name: _____

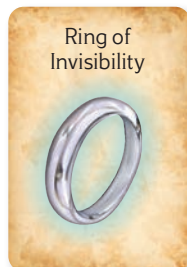
WHO'S THAT?

You are almost to the dragon's lair when you hear a strange shuffling noise. It seems to come from behind a rock topped with what looks like a shock of unruly hair. The hair belongs to Quinn Hightopple, a Lightfoot halfling warrior who promises to be your faithful friend if you let him accompany you on your quest. You debate. Then you learn that he has a magic item that will help you find the dragon's treasure!

Hightopple pulls the magic item you need out of his Bag of Holding, which appears to be an ordinary bag, but seems to hold an almost endless number of items. What is the magic item? Is it a Ring of Invisibility, a Wand of Secrets, or Sending Stones? Solve the riddle to find out!

*It won't let you share a message,
Nor will it keep you from being seen,
But it will reveal what is hidden!*

What is it? Circle your answer.



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.

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

ACTIVITY 2 BEGIN THE SEARCH

BEHOLD THE MAGIC

You and your faithful friend Hightopple approach the entrance to the dragon's lair. You know that if you are quiet, you should be able to sneak into the lair without the dragon hearing you. You successfully make it inside, but you aren't sure where to go next. The dragon may be lazy, but he is also clever, and legend says that he has hidden his treasure and other items behind secret doors. Fortunately, the Wand of Secrets can reveal hidden doors – but only if you know how to use it.

Unscramble the words below to find out how to use the Wand of Secrets!

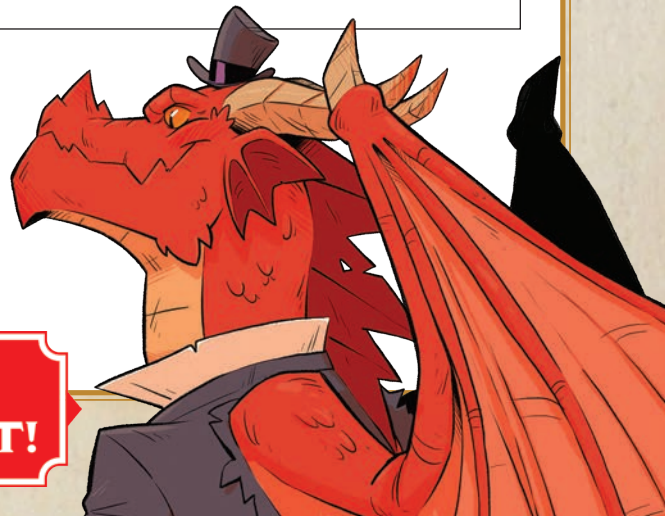
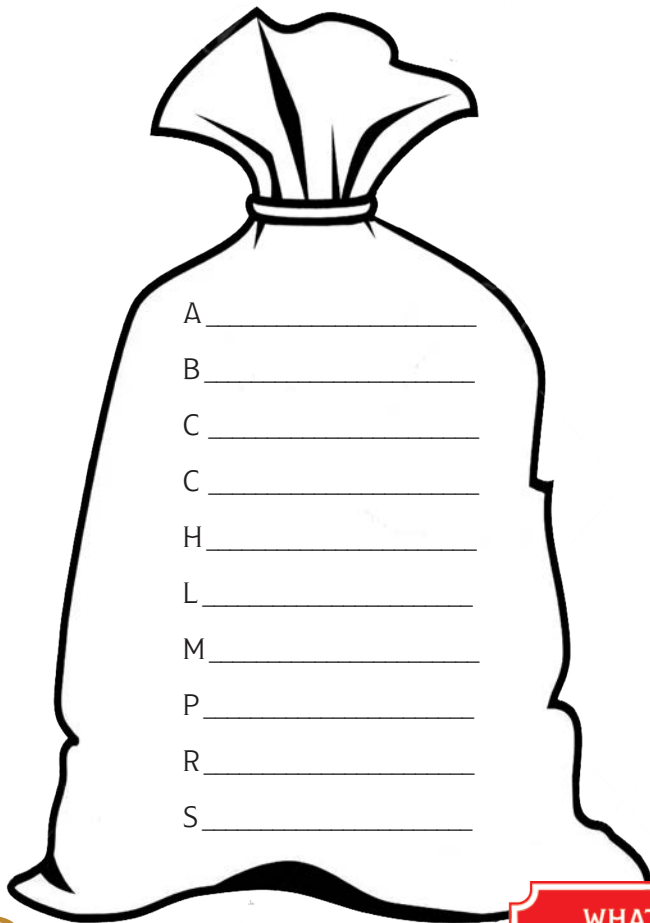
kiflc ot het trigh nda eftl



EXPLORING BEHIND THE DRAGON'S DOORS

As you carefully search the dragon's lair, the dragon is nowhere to be found. Neither is his treasure. You use the Wand of Secrets to reveal three hidden doors. You carefully open each door. No dragon. No treasure. But, you find items that you think might help you trap the dragon, so you place them inside the Bag of Holding.

What do you find? The items are hidden in the word search. There are 10 items. The first letter of each item is provided. As you find each item, write the word on the lines.



WHAT WOULD YOUR CHARACTER DO?
ROLEPLAY IT!

ACTIVITY 3

NAVIGATE THE LAIR

A SECRET SYMBOL

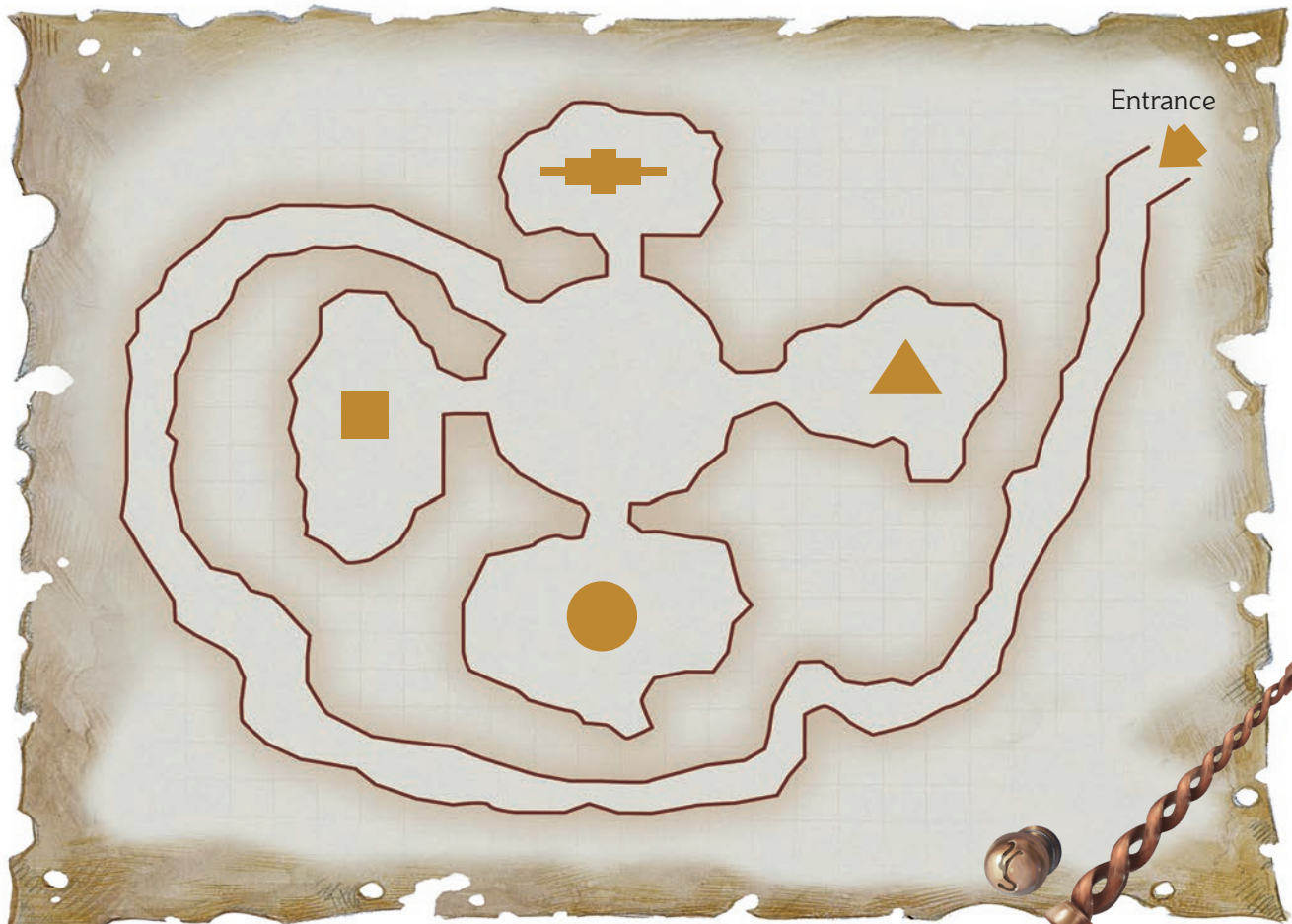
The Wand of Secrets revealed three hidden doors, but the dragon and its treasure were not behind any of them. Unfortunately, the wand must rest for a day before it can be used again. To find the dragon, you now must use your wits! Solve the puzzle below to reveal a secret symbol. Then, match the symbol to the room where the dragon is hiding!

Look at the codes and the grid below. Each row has a pattern of ones and zeros. Rewrite the pattern in the grid, writing one number in each square. Then shade all the ones to reveal a symbol. The first row is done for you.

A. 00100	0	0	1	0	0
B. 01110					
C. 11111					
D. 01110					
E. 00100					

DISCOVER THE ROOM

Look at the map below. Find the symbol you created with the coded pattern above. That marks the door to the room where you will find the dragon!



WHAT WOULD YOUR CHARACTER DO?
ROLEPLAY IT!

ACTIVITY 4

THE REVEAL!



OPEN THE DOOR!

Congratulations! Using your wit and wisdom, you've located the room where the dragon is hiding! Another roadblock! It's guarded by a thick door decorated with ancient Davek runes. To unlock the door, you must decode the runes and cast the spell. Then you may enter and trap the dragon! (Well, you may enter. Trapping the dragon might be a different story!)

𐌲 𐌶 𐌰 𐌵 𐌹 𐌺 𐌻 𐌽, 𐌲 𐌶 𐌰 𐌵 𐌹 𐌺 𐌻 𐌽, 𐌴 𐌵 𐌴 𐌴
 𐌴 𐌶 𐌴 𐌰 𐌵 𐌹 𐌺 𐌻 𐌽, 𐌴 𐌶 𐌰 𐌵 𐌹 𐌺 𐌻 𐌽, 𐌴 𐌶 𐌰 𐌵 𐌹 𐌺 𐌻 𐌽!

Get into character and practice casting the spell!

THE DRAGON IS REVEALED

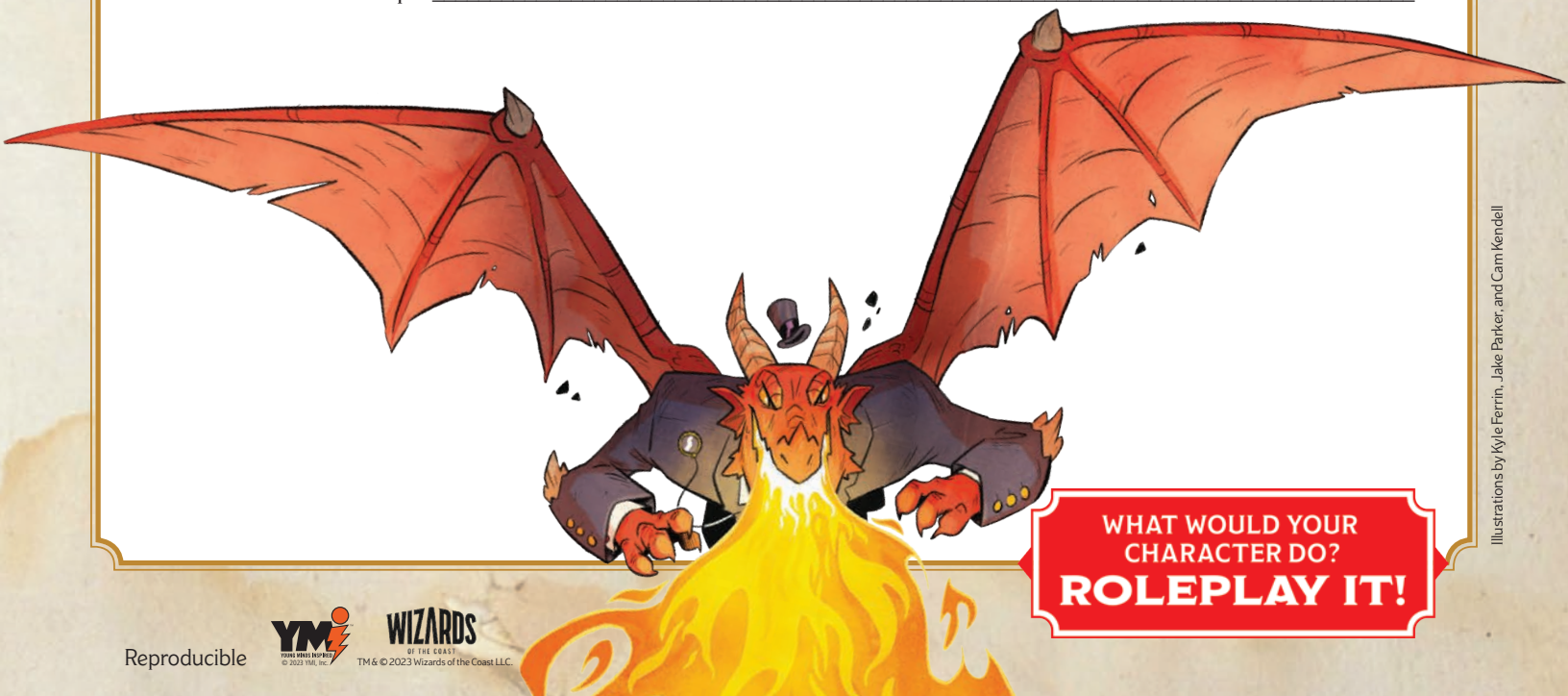
The dragon isn't happy to see you. He makes a loud sound, but doesn't seem too bothered by you and Hightopple. Quite frankly, he would prefer to sleep than put up a fight. So, you think quickly. You will sing him a lullaby to soothe him to sleep! Not familiar with any dragon tunes? Unscramble the words below to reveal the dragon's rhyming lullaby. Then, get creative. Make up a tune and sing it!

dragon now Hush _____

time It's take to nap a _____

down head Lay your _____

And build a we will trap! _____



WHAT WOULD YOUR CHARACTER DO?
ROLEPLAY IT!

Illustrations by Kyle Ferrin, Jake Parker, and Cam Kendall

ACTIVITY 5

TRAP THE DRAGON!

You've found the dragon and put him to sleep! Now, use your wit and creativity to build a trap for him!

Hightopple reaches into the Bag of Holding and pulls out the ten items you found in the dragon's lair: the armor, lock, music box, staff, helm, cloak, boots, potion, cage, and rope.

Use some or all these items to design a trap for the dragon and describe how the trap works. Then, use recycled materials such as cardboard, fabric, newspaper, and more to build a model of your trap!



Illustrations by Conceptopolis, CoupleOfKooks, Wayne England, Lake Hurwitz

ACTIVITY 6

COMPLETE THE QUEST!



THE FIRST LOCK

You've done it! Together with your faithful friend Hightopple, you've cast the spell to open the door to where the dragon is hidden, sang him to sleep, and have used the trap to secure the dragon!

In the corner of the room, behind where the dragon is now sleeping, you see a glimmer of gold. It's the treasure chest! Unfortunately, it's secured with two locks.

How can you get the treasure? The first lock is a magic square. Complete the magic square to find the missing numbers that will open the first lock.

2		
9		1
4		

Each square in the cube must have a number between 1 and 9 so the sum of each row or column is the same. Do not repeat numbers.

THE SECOND LOCK

The second lock is a series of buttons. To open the lock, you must "push" the correct buttons. Put an X in a square for each button you will push.

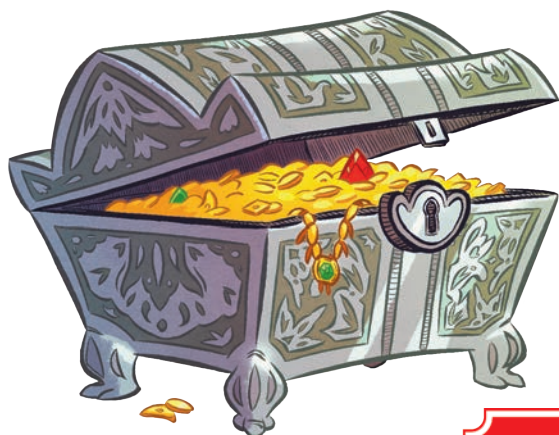
Here are the rules:

1. You must only press one button in each row.
2. You must only press one button in each column.
3. The buttons you press cannot create a diagonal row.
4. Each X cannot share a row, column, or diagonal with another X— this means that you cannot have Xs in any boxes that touch.

When you are done, you will have a total of six Xs in the table.

CONGRATULATIONS!

Thanks to your bravery and wit, you have succeeded in your quest! Not only have you found enough treasure to replace the town's crops, but you and the towns people will safely relocate the dragon to the meadow beyond the deep forest, where he will find plenty of food and a safe place to lounge around and live out the rest of his days.



WHAT WOULD YOUR CHARACTER DO?
ROLEPLAY IT!

ACTIVITY 7

A D&D-INSPIRED ADVENTURE

Now it's time for you to tell your own story! Choose a character, setting, challenge, and a story starter from the choices below. Then, together with your friends and family, create your own DUNGEONS & DRAGONS-inspired adventure game, or fold a piece of paper in half three times to make six squares and create a mini graphic novel!

- 1. Choose your character class:** Paladin, Rogue, Wizard, Barbarian, or Druid. Look at the character class descriptions on the Character sheet to help you choose.
- 2. Describe your character:** What's your character's name? What do they look like? Do they have any special skills? Do they have any magic items? What is their greatest strength - or their greatest weakness?
- 3. Choose your quest:** What adventures await you and your friends? Will you explore a forgotten realm? Discover a long-lost secret? Master an ancient spell? Outwit a monster for its kingdom?
- 4. Describe the setting:** Are you on an island? Exploring dark caverns underground? Diving into the depths of the ocean? Charting a vast wilderness?
- 5. Start your story!** Choose a story starter from the ideas below or write your own story. Remember: Think about what your character would say and do in the situation. For example, if you are a rogue perhaps you could search for secret doors, or sneak into a dungeon without the guard seeing you.
 - You're exploring an uncharted forest with your dire wolf and you encounter a wise old woman who bends down to pet your familiar (your dire wolf), but then whispers a secret into your ear...*
 - Your boss asks you to run an errand for them. You wander outside where you find a mysterious package that is oozing slime...*
 - During an expedition, you explore the nearby woods and find a beautiful door carved into the trunk of a tree. To your surprise, it opens when you push on it...*
 - While wandering in an old library, you spy an intriguing book covered with dust. When you blow the dust from it, it opens by itself, and a cascade of sparks fly out...*



**WHEN YOU'RE DONE, ROLEPLAY YOUR STORY
WITH FRIENDS, FAMILY, OR ON YOUR OWN.
HAVE FUN!**

Reproducible



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