

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!

Second lock (three possible solutions):

					X
X					
		X			
			X		
				X	
					X

				X	
		X			
			X		
				X	
					X

			X		
X					
				X	
		X			
					X

First lock:

45	20	70	35
75	60	30	5
10	65	15	80
40	25	55	50

ACTIVITY 5

ACTIVITY 3

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

ACTIVITY 1

Robe of Useful Items

ANSWERS

ACTIVITY 1

PREPARE FOR ADVENTURE!

INTRODUCTION

Welcome to the adventure of a lifetime! Because of your bravery, wit, and strong navigation skills, the King has chosen you for a **special mission**: Sail to nearby islands, explore them, overcome any monsters you find along the way, and bring back treasure to add to the King's coffers. Are you brave enough to accept the challenge? If so, read about the DUNGEONS & DRAGONS character classes on the next page and choose your role in this adventure!

WHO WILL YOU BE?

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


Write your character class and the name of your character to the right. Choose any name you want — be creative! Then, draw a picture of yourself as the character.

Character Class: _____

Name: _____

SHIPWRECKED!

Unfortunately, you begin your journey by sailing right into a terrible storm! Your ship is beached on a nearby island, but it's too damaged to use again. As you make your way onto the beach, a friendly gnome greets you. She tells you that you can catch a ship home on the other side of the island, but first you must pass through some ancient ruins. She offers you a gift to help you on your journey. Solve the clues to find out which gift you are given. Use the chart to help you. Put an X in the square next to the item name if you can rule it out.

 <p>Robe of Useful Items <input type="checkbox"/></p>	 <p>Bag of Holding <input type="checkbox"/></p>	 <p>Wand of Secrets <input type="checkbox"/></p>	 <p>Sending Stones <input type="checkbox"/></p>	 <p>Ring of Invisibility <input type="checkbox"/></p>
<p>A robe with patches that can be pulled off to become the item pictured</p>	<p>A bag that is bigger on the inside than the outside—it's 2 feet in diameter at the mouth and 4 feet deep, holds up to 500 pounds, but weighs 15 pounds regardless of its contents</p>	<p>A wand that can cast charges when held, and points to secret doors or traps within 30 feet</p>	<p>A matching pair of stones that allow the holders to communicate with each other</p>	<p>A magic ring that makes the wearer and anything they are wearing and carrying invisible</p>

CLUES

- It has some weight, but is not weighty.
- You don't need a partner to use it.
- You'll have to send messages the old-fashioned way.
- There's no hiding you among friends, monsters, and dragons.
- Everyone's secrets are safe from you.
- It will provide you with a bag of tricks.
- You don't have to carry it.

Your gift: _____

WHAT WOULD YOUR CHARACTER DO?

ROLEPLAY IT!

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.

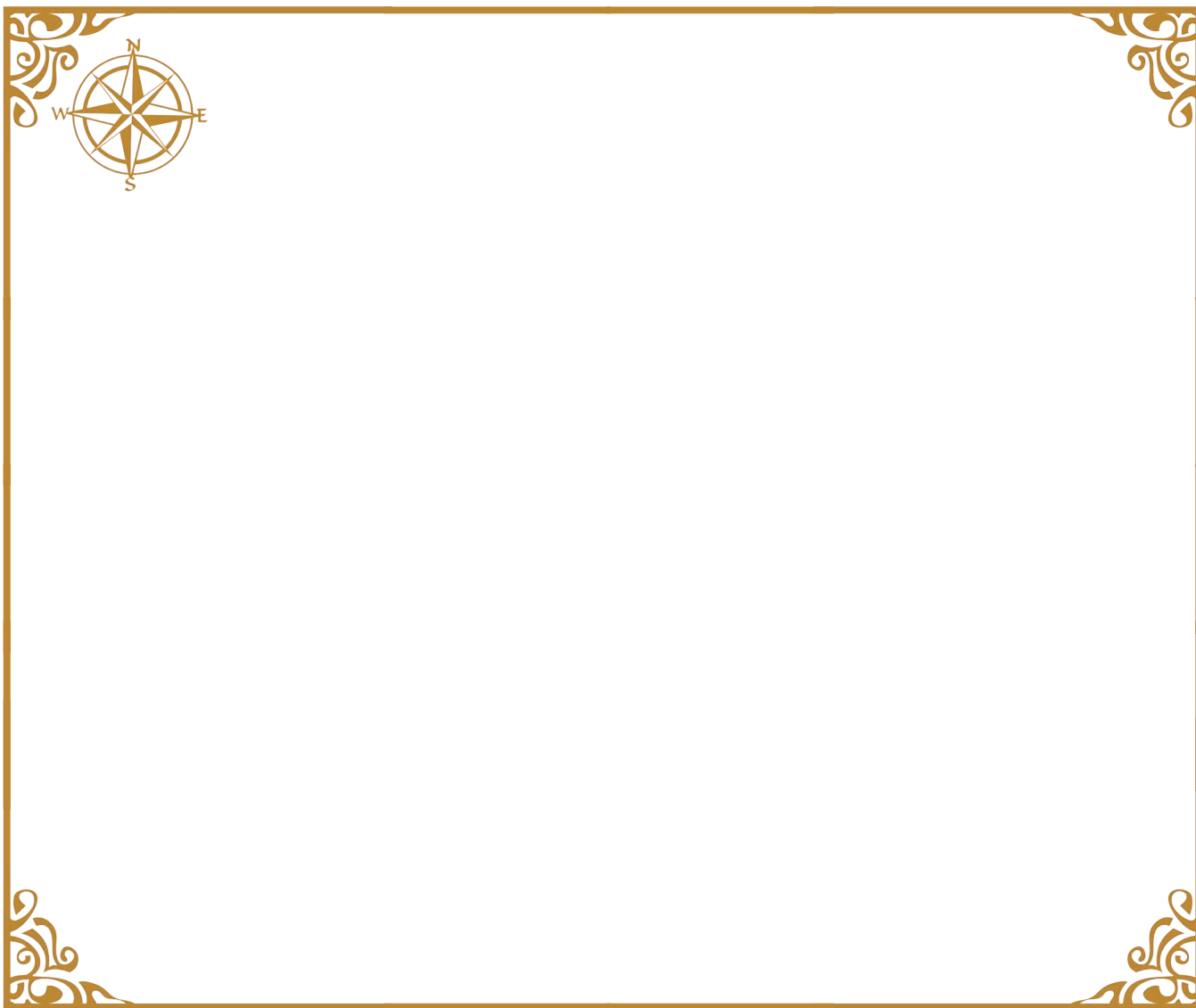
ACTIVITY 2

ENTER THE RUINS



You thank the gnome and continue on your journey. As you make your way to the ancient ruins, you hear someone talking to themselves just up the road. As you round a corner, you see a dwarf warrior. She introduces herself as Ruby Hammerwhacker. Ruby is optimistic and determined. You ask her for a map. She does not have one, but is sure she can help you create one. The two of you get to work. Ruby provides the description below, as you draw a map in the space provided.

There are four buildings sitting to the north, east, south, and west of a courtyard. An old and crumbling fountain sits in the center of the courtyard. To get through the ruins, you must take the path to the right of the southernmost building, go around the building, and then enter the courtyard. Then, you must take the path that goes west around the fountain. Follow that path to the northernmost building. At the northeast corner of the building, you will see a large gate. You must go through this gate to exit the ruins.



WHAT WOULD YOUR
CHARACTER DO?
ROLEPLAY IT!

ACTIVITY 3

THE REVEAL!



OPEN THE DOOR!

Congratulations! You and Ruby have used the map to travel through the ruins, and you made it to the gate! It towers above you, and although it looks old and crumbling, it is very sturdy. You try to open it, but it won't budge. You can't go around it or climb over or under it. You notice that it is decorated with ancient Davek runes. Maybe they will help you open the gate. Work with Ruby to decode the runes and cast the spell that will open the gate!

> z n j > n z j z, > z n j > < n < 1 z,
 4 z y n j > p t z y n n l < z y y z p 4 s 1 z!

Get into character and practice casting the spell!

THE DRAGON IS REVEALED

The gate has opened for you, but it looks as if your luck has run out! Just beyond the gate and around a corner lurks a dragon. He's blocking your path and guarding a treasure chest. You notice that he doesn't look like he wants to put up a fight. In fact, he looks rather tired. That gives you an idea! You have been told you have a wonderful singing voice, so you quickly sing him a lullaby that lulls him to sleep! 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!



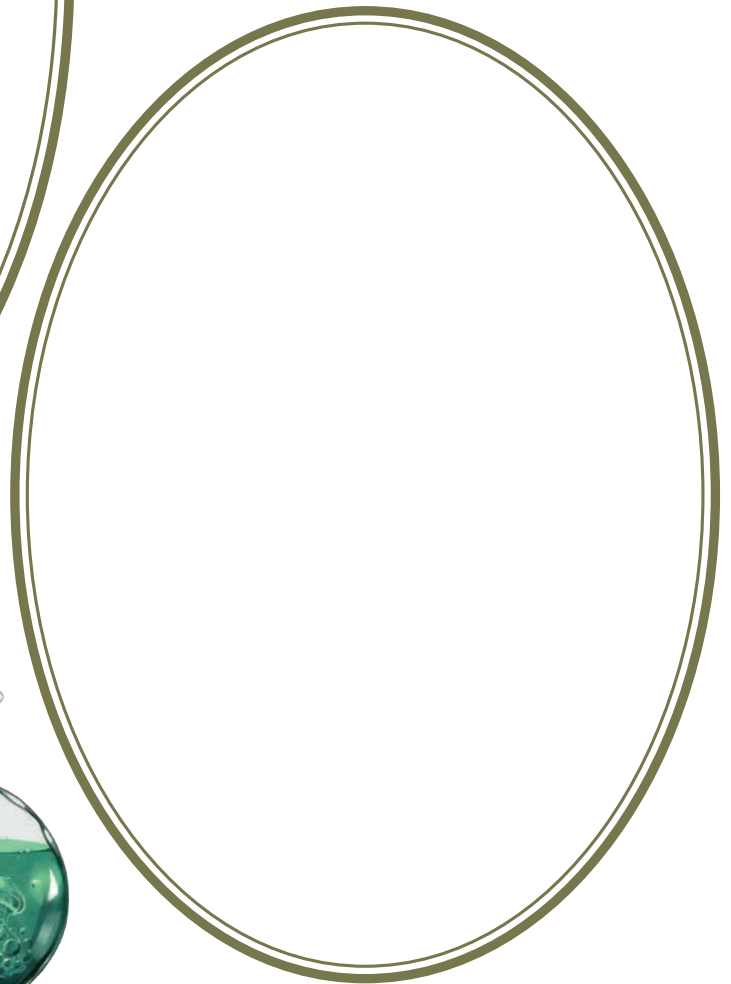
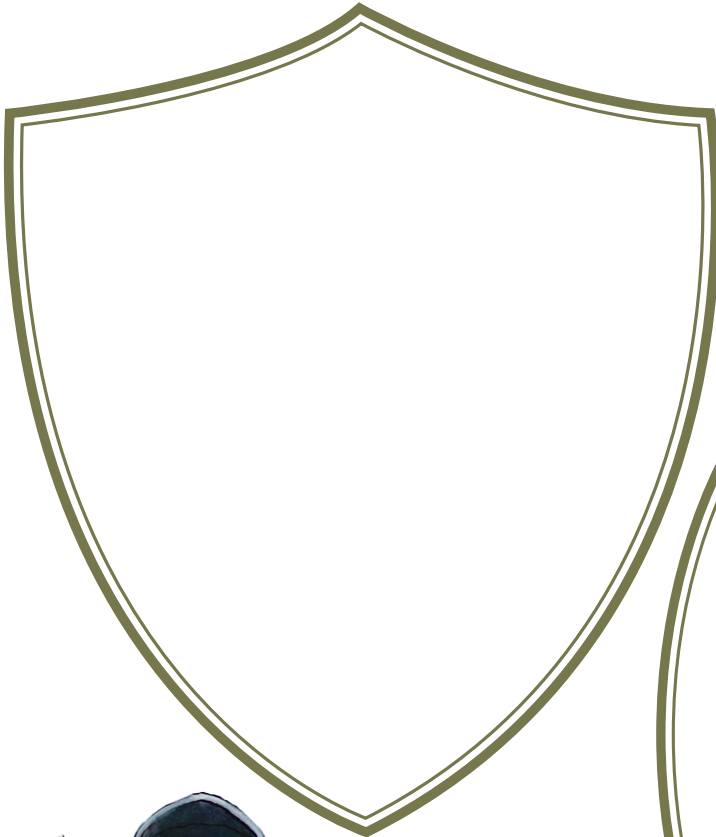
WHAT WOULD YOUR CHARACTER DO?
ROLEPLAY IT!

ACTIVITY 4

TRAP THE DRAGON!

Once the dragon is asleep, you and Ruby decide to build a trap so it can't follow you. You must use your wit and creativity to design it! Fortunately, you still have The Robe of Useful items, which is covered with useful patches. When you remove a patch, it becomes that item. You see patches with symbols for a long length of rope, a mirror, a 10-foot pole, an iron door, a deep pit, and a spell scroll. There are even two blank patches where you can add two new items that you want or need.

Draw the two items in the patch outlines below. Then, working together, use some or all these items to design a trap for the dragon on the back of this sheet and describe how the trap works.



WHAT WOULD YOUR
CHARACTER DO?
ROLEPLAY IT!

ACTIVITY 5

COMPLETE THE QUEST!



THE FIRST LOCK

You've done it! Together with your faithful sidekick Ruby, you've trapped the dragon. Now, it's time to open the dragon's treasure chest. The chest is secured with two locks.

Complete the magic square to find the numbers that will open the first lock. Each square in the cube should have a number between 1 and 99 so the sum of each row or column is the same: 170. Do not repeat numbers.

	25		
10			80
75	60		5
			35

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!

You open the treasure chest, and inside is enough gold to purchase a new ship, fund your trip home, and add some gold to the King's coffers as well, of course. Well done, adventurers! As for the dragon, he's now retired and spends his days greeting visitors as they come off the docks and offering tours of the ruins.



WHAT WOULD YOUR CHARACTER DO?
ROLEPLAY IT!

Illustrations by Olga Drebas, Wayne England, Monika Palocz

ACTIVITY 6

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



TM & © 2023 Wizards of the Coast LLC.

