

# SETTINGS: MAPPING IT!



**PART 1:** Imagine you are a Dungeons & Dragons character, and you are about to embark on the adventure of a lifetime! To get started, you need to learn the lay of the land. First task – map the setting for your story.

To start, imagine yourself walking through the setting you described in Activity 1. Visualize your path through the scene. Then, on a separate sheet of paper, draw a top-down map of your path:

- Show the buildings as you walk by them.
- Add in the other sites you can see from a distance in the scene, or branch off from your path to visualize those sites more closely.
- Now use your map to imagine what lies beyond the borders of your setting picture. *What do you see when you step outside the scene? Mountains? Rivers? Strange animals? More buildings? Maybe another settlement far away?*

Add what you imagine to your map. And remember: it's your setting, so have fun!

**PART 2:** Once you complete your map, use the list below to describe your setting. Include both what you have mapped in the picture and what you have imagined outside the scene.

## MAP KEY

**D&D setting/image used:** \_\_\_\_\_

**Name of setting:** \_\_\_\_\_

**Type of setting** (for example, city, lake, mountain, space, etc.): \_\_\_\_\_

**Description** (How does being inside the setting differ from observing it from the outside?):

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