

STORY MODE: ROLEPLAY

As a team, use the art of storytelling to craft your own Dungeons & Dragons-inspired adventure.

PART 1: First, appoint a Dungeon Master (DM), who will introduce and direct the story. Then choose which team member will roleplay each character below. (You can make up a character if you like.) These characters will be your adventuring party.

- **Cleric:** Spiritual; can cast helpful healing spells and can also fight in physical combat.
- **Fighter:** Master of a wide range of weapons and combat styles. First into battle and protector of the party.
- **Paladin:** A holy knight in shining armor. Always on the side of good, casts spells, extremely loyal.
- **Rogue:** Rule-benders, tricksters, good at picking locks and problem solving. They are very cunning and clever.
- **Wizard:** Powerful spellcaster, does not usually wear armor or wield weapons.

Also assign a scribe to take notes about the story you create.



Artist: Julie Dillon

PART 2: Tell your story using the story starter and tips below. The DM's job is to provide you with information as your adventure progresses, such as introducing obstacles and monsters, forks in the road, as well as positive encounters. It's up to your party to analyze each new situation, assess options, and make decisions. For example, if you encounter a dragon, what will you do? Fight it? Sneak past it? Barter with it? How will you decide? Discuss with your teammates. Collaborate, think critically, and be creative. Then see where your imagination, problem-solving, and roleplaying skills take you!

Story starter: Your adventuring party is on a quest to retrieve a lost treasure. To retrieve it, you must enter a dungeon and work together to overcome any obstacles in your path.

TIPS:

1. Use all senses to describe the setting. Be as creative as possible. Instead of just focusing on visuals, describe the smell of a swamp, or what the party hears in the distance.
2. Adventurers always face challenges. Just like in most novels, your story should have a problem, climax, and solution. Perhaps the party encounters a monster, gets lost in a maze, or must solve a riddle to move forward.
3. Build your world. What strange plants and animals inhabit it? What creatures do you encounter, and do they want to help or harm you? Consider incorporating a monster created in Activity 1.
4. Keep notes so your story remains consistent as you create it. Use the back of this page or a separate piece of paper.

PART 3: Once you complete the roleplay, write a summary of the story that you created on the back of this page or separate paper.

Learn more about Dungeons & Dragons at playdnd.com.



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