

DUNGEONS & DRAGONS®

ROLL FOR ADVENTURE!

TARGET AUDIENCE
Grades 6-8

COMPONENTS
Available at ymiclassroom.com/rollforadventure:

- This teacher's guide and student activity sheets
- Character Overview handout
- Map of the Keep
- A parent/caregiver letter
- D&D offers for educators handout
- A standards alignment chart
- An online feedback form

CONCEPTS & SKILLS

Storytelling Character and setting development Measurement Probability	Creativity Problem solving Collaboration Communication
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ABOUT DUNGEONS & DRAGONS

DUNGEONS & DRAGONS (D&D) is a collaborative storytelling game in which players create their own customized characters and weave exciting, unique tales with the help of a Dungeon Master or DM, who directs the gameplay. Players use logic, dice, and probability to decide what to do during the game, such as how to manage an encounter with a dragon.

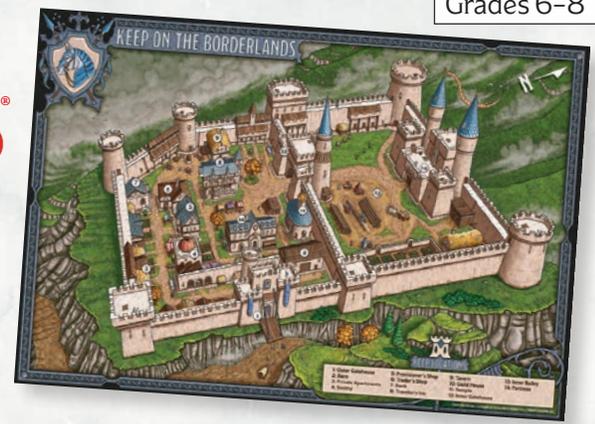
HOW TO USE THE PROGRAM

This program can be used with or without prior knowledge of D&D. Make photocopies of the activity sheets and Character Overview handout and distribute them to students. Have students work in small groups of four to eight to complete the activities. Graph paper is needed for Activity 2.

ACTIVITY 1: ANYONE CAN ADVENTURE

Read the "About D&D" information above to students and explain that players start their storytelling adventure by creating characters who work as a team throughout the game.

Distribute and review the activity sheet and Character Overview handout. Ask students how the characters complement each other and could help each other during



an adventure. Then, using the classes presented on the Character Overview, have students work together to create their own D&D characters, commonly called adventurers. When done, have each group share their characters.

ACTIVITY 2: BEYOND THE BORDERS

Tell students that it's time to start their adventure. Display the illustration of the Keep (from *Heroes of the Borderlands*) available at ymiclassroom.com/rollforadventure. Explain that the class will map the territory surrounding the Keep, with each team exploring in a different direction. In the end they will be able to fit their maps around the edges of the illustration of the Keep to show what lies beyond its four walls. Pass out the activity sheet, rulers, and graph paper. Review the instructions. Assign each team a compass direction: N, S, E, and W, plus NE, SE, SW, and NW if you have more groups. Have students use the North-pointing arrow in the illustration to find the site for their adventure.

When they have completed Part 2, have students compare maps with the teams exploring adjoining territories to see how the segments connect and resolve any contradictions (e.g., a massive mountain range in the midst of a placid lake). Then have the teams fit their maps around the illustration of the Keep and tape everything in place to create a giant map for ongoing class story adventures.

Answers: Part 1: A. monster encounter-4 inches, 20 miles; village-4 inches, 20 miles. B. stream-3 inches, 15 miles. Part 2: Answers will vary.

ACTIVITY 3: WHAT ARE THE CHANCES?

Going on an adventure means facing challenges, and in D&D, a roll of the dice can determine the outcome. Students will calculate probability in this activity – dice are not required. Pass out the activity sheet and go over the directions. Have students share their results and decisions. Enhance the fun by rolling dice to see how the students' decisions pan out. (A digital d20 die is available at rolladie.net/roll-a-d20-die.)

Answers: 1. $13 \div 20 = .65$, or 65%; 2. $16 \div 20 = 0.8$, or 80%; 3. $8 \div 20 = 0.4$, or 40%. Other answers will vary.

TIME FOR ADVENTURE

Use the story starters below to have the groups use their characters and the class map to engage in their own roleplay and write a summary of their adventure.

- Strange noises have been heard outside the fortress walls each night. The guards have not seen anything, but there are giant claw marks on the walls.
- A hermit wanders into the Keep, hands one of the adventurers a map, and then disappears.
- The villagers have noticed that the woods to the north have started to inch closer to the Keep, and no one knows how or why.

Dear Educator,

Lead your students on an exciting adventure with activities inspired by DUNGEONS & DRAGONS® (D&D) and the new *Heroes of the Borderlands* adventure game. With this free, standards-based program from Wizards of the Coast and the curriculum specialists at Young Minds Inspired, students will use D&D as a launchpad for quests, challenges, and classroom adventures that spark creativity and teamwork.

We hope that you will share this program with other teachers. Please let us know your opinion of these learning materials at ymiclassroom.com/feedback-rollforadventure. 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.



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CONTINUE THE ADVENTURE!

Visit ymiclassroom.com/dd for additional classroom kits and resources. And learn more about D&D at dndbeyond.com/en/heroes.

ANYONE CAN ADVENTURE

You're about to set out on a journey with your fellow adventurers to explore a new land. First step – decide which type of adventurer **you** will be!

PART 1

There are many different types, or classes, of characters in DUNGEONS & DRAGONS®. Read the Character Overview handout to learn about some of the main character classes. Then pick the class that fits you. Circle your choice.

Cleric Fighter Rogue Wizard Barbarian Warlock

PART 2

Now use your imagination to bring your adventurer to life! Use the prompts below to fill in details about your character. Be as creative as you like.

My character's name: _____

Skills: _____

Weaknesses: _____

Likes: _____

Dislikes: _____

Hobbies: _____

Prized possession: _____

Eager to meet this legendary creature: _____

A goal: _____

PART 3

Last, add a personality. What are some experiences you can imagine in your adventurer's past that helped make them into the person they are today? For example, maybe they like to do what's right and help others, which set them on a path to become a fighter. Or perhaps as a child, they played sneaky tricks on their big brother, which set them on the path to becoming a rogue. List three events of facts about your character's past.

1. _____

2. _____

3. _____

PART 4

Time to put it all together! On the back of this sheet or a separate sheet of paper, write a description of your adventurer. Try writing what your character might say to introduce themselves to the other members of the group. Then, on the back of this sheet, draw a picture of your adventurer to share with the class.

Artist: Katerina Ladon



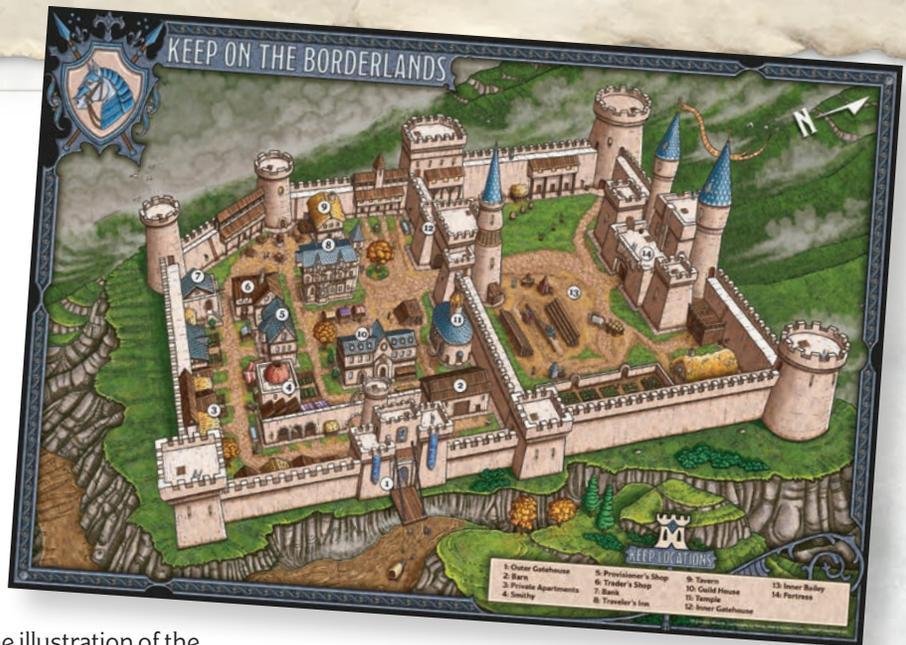
BEYOND THE BORDERS

Maps are a helpful tool for adventurers! Your adventuring party has discovered a Keep, a small community defended by a stone wall with sentries on guard. Your team's task is to map the territory outside the Keep by venturing in your assigned direction and imagining what you might discover.

Our assigned direction lies

_____ **of the Keep**

Use the North-pointing arrow on the illustration to find the territory you will explore. Mark where the Keep is on one edge of your map. Then start here to trace your path through your territory into the unknown. That way, when you complete this adventure, you can fit your map to one side of the illustration of the Keep to reveal what lies in that direction.



PART 1

Draw your map on graph paper using a ruler and a scale of 1 inch = 5 miles. To practice, map the distances and locations described in the situations below.

- A.** Your adventuring party sets out on your journey from the Keep. You walk for five hours at a rate of four miles per hour. Suddenly, you are attacked by a monster! The fight takes 30 minutes, but you are victorious!

The fight leaves you hungry, so you walk for two hours at your earlier pace, then then stop by a rock to rest for an hour and eat the lunch you packed. Then you walk for another three hours at the same pace until you come to a village where you can stay overnight and get supplies.

Using your ruler and the map scale, determine the distance traveled and mark the locations of the monster encounter and the village on your map.

How many inches to the monster encounter? _____ How many miles? _____

How many more inches to the village? _____ How many miles? _____

- B.** The next day, you head out and walk three miles per hour for five hours. You find a freshwater stream bubbling up from the ground that is perfect for filling up your water flasks!

Mark and label the stream on your map.

How many more inches have you traveled from the village? _____ How many miles? _____

PART 2

What else does your team find while exploring? What is the terrain like? Imagine a new landmark to add to your map. Maybe it's where a magical creature lives, an abandoned cave, or a rugged mountain that must be climbed. Mark and label the landmark on your map. Then, on the back of this sheet, write a description of the place and how far and long your team traveled from the stream to get there.



WHAT ARE THE CHANCES?



How do you think the character you created would do on an adventure in mysterious lands inhabited by formidable creatures? Read each scenario below. Then decide: Based on your character's profile and the potential of getting the number(s) needed by rolling a 20-sided die (a d20), what are the chances that your character will be successful? Calculate the odds and answer the questions below.

1. Oh no! A cute little almiraj (a rabbit-type animal with a single horn) has her horn stuck in an old log. Your character can save her, but they must walk across a rickety bridge over a shallow ravine. If you roll a 13 or lower using a 20-sided die, your character will make it across. If you roll higher than 13, they fall. They won't die, but it will hurt!

To calculate your chance of success, divide the number of possible successful rolls (13) by the number of possible rolls (20).

Write and solve the equation. Write your answer as a percentage. _____

Now look at your percentage of success. Knowing your character, do you think they will take that chance? Why or why not?

2. A reclusive guardian spirit of the woods has grown angry and has twisted the trails through the wilderness outside the Keep into a maze. Roll to see if the spirit will accept your character's gift for trespassing. If you roll 16 or less, the spirit will accept the gift and fix the trails. If you roll higher than 16, the spirit will reject it, and your character will wander endlessly through the maze, followed by the unpredictable spirit.

Calculate your chance of success: _____

Knowing your character, do you think they will take that chance? Why or why not?

3. Your character has a magical map of Fens Trap that shows the location of quickmud and bog beasts. They want to use the map to avoid these areas, but they must cast a spell correctly to make the map reveal itself to them. If you roll 8 or less, your character casts the spell successfully. If you roll higher than 8, your character is unsuccessful, cannot use the map, and may encounter the quickmud and bog beasts.

Calculate your chance of success: _____

Knowing your character, do you think they will take that chance?
Why or why not?

Think about it! If you were actually in the situations above instead of your character and had the same odds, would you take each chance? Why or why not?



Artist: Leesha Hannigan

DUNGEONS & DRAGONS®

ROLL FOR ADVENTURE!



Dear Parent or Caregiver,

In school, your child is building skills and practicing teamwork with activities inspired by DUNGEONS & DRAGONS® (D&D) – the same collaborative roleplaying game that you and your friends may have played and may play today! The activities celebrate the storytelling aspect of D&D, which creates a welcoming space where everyone can feel confident, included, and excited to play their part in the story.

TRY STORYTELLING ACTIVITIES AS A FAMILY!

Get your creativity flowing with these story ideas. Let your imaginations drive the fun!

- **Create a team of adventurers.** Have each person think of a character and describe them. Maybe you are a Wizard with knowledge of magic, a Fighter with expertise in combat, or a sneaky Rogue that is ready to disarm a trap! Think it and be it.
- **Now pick one of the story ideas listed below.** Have each family member share a part of the story and/or pose a challenge to the team:
 - You're journeying through a forest and come across a cave. You'd like to explore the cave for hidden treasure, but you've heard that dragons often live in caves. What do you do? What happens?
 - Your adventuring party comes to a town surrounded by walls and a guarded entrance. To get in, you must provide a secret phrase. What's the phrase? How do you learn the phrase? Are you admitted or do you sneak into the town? What happens?
 - You approach a similar town. You learn from a traveler that there is a magic curse on the town. If you enter, you can never leave. Do you enter and explore this magical mystery? What happens?
 - You travel to a faraway land. You meet a Wizard who offers you a Ring of Invisibility. In exchange you must give them all of your possessions. What do you do? What happens?

If you're ready for another adventure, give DUNGEONS & DRAGONS a try.

D&D IS FUN FOR THE WHOLE FAMILY!

You can enjoy storytelling around the table or even online. D&D has resources for new players – including ready-made encounters and character sheets to help families jump right into the game. The new *Heroes of the Borderlands* adventure game is a beginner-friendly D&D experience designed to help new players dive into the action. It includes adventure books with step-by-step

guidance, cards, maps, dice, tokens, and everything you'll need for a storytelling adventure. To learn more and start your own quest, visit dndbeyond.com/en/heroes and discover tips, tools, and inspiration for family game nights!



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