

INTRODUCTION TO THE WORLD OF D&D

Welcome, traveler! Prepare yourself for a world filled with magic and sword fighting! Today, you are going to learn how to make yourself a hero of Faerûn, or any setting you might find yourself in. For today, you will have a selection of premade races and classes to choose from and your dungeon master will take you to The Fiery Grog Tavern: an adventurer's resting spot, where they are having a bit of an overgrown pest problem that your group, the heroes, will be investigating.

CHOOSING YOUR CHARACTER

Normally, this process takes time, but given how precious it is, your dungeon master has an array of premade characters of almost every possible race and class available to you ready to go! You do not need to treat these character's personalities exactly as written if you do not wish. You are who you want to be! Just be respectful to your fellow players; your character is a part of a team and your goal is to work together to save the day.

HOW TO PLAY

The first part of the course will be learning the basic rules of the game. Fear naught, the DM will be able to assist with any issues along the way. The play of the DUNGEONS & DRAGONS game unfolds according to this basic pattern.

1. The DM describes the environment. The DM tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's in the tavern, and so on).

2. The players describe what they want to do.

Sometimes one player speaks for the whole party, saying, "We'll take the east door," for example. Other times, different adventurers do different things: one adventurer might search a treasure chest while a second examines an esoteric symbol engraved on a wall and a third keeps watch for monsters. The players don't need to take turns, but the DM listens to every player and decides how to resolve those actions.

Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the DM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM decides what happens, often relying on the roll of a die to determine the results of an action.

3. The DM narrates the results of the adventurers' actions. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

This pattern holds whether the adventurers are cautiously exploring a ruin, talking to a devious prince, or locked in mortal combat against a mighty dragon. In certain situations, particularly combat, the action is more structured and the players (and DM) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure.

Often the action of an adventure takes place in the imagination of the players and DM, relying on the DM's verbal descriptions to set the scene. Some DMs like to use music, art, or recorded sound effects to help set the mood, and many players and DMs alike adopt different voices for the various adventurers, monsters, and other characters they play in the game. Sometimes, a DM might lay out a map and use tokens or miniature figures to represent each creature involved in a scene

BE RESPECTFUL

Adventuring is a lot of work, and roleplaying can be too. Not everyone is a professional actor or voice actor, so do not feel intimidated or upset about lack of experience. Every expert began as a novice, and even then, they still make mistakes. Please keep in mind that this is a safe place, and you should treat other players respectfully and kindly.

MECHANICS

This part of the course will also teach the mechanics in a streamlined fashion in order to ease the basic idea of what is possible as a player and how gameplay works without making things too complicated. This involves combat, rolling dice, and everything else that comes with playing.

Because this is an introductory course on dungeons and dragons, the DM will be your guide and will answer simple questions and clarify rules during gameplay if necessary. The most important thing is to have fun!

ADVENTURE!

Now we can finally get to the fun part! The main course of the day will be playing the game! Not all of DUNGEONS & DRAGONS is just fighting your way one trek across the nation, there is also socializing! Heroes make their renown by their deeds and how they interact with the world around you. This adventure begins in an inn, although typical of most beginnings, it is a good place to become familiar with talking to **non-player characters (NPCs)** as your **player characters (PCs)**.

After we take the time to hand out the character sheets and a quick rundown of the rules, we will start the game. We begin in the tavern after a long day's work. It is a hot spot and many others come here to wind down and have some fun. You also here that there is some work here from the tavern about a pest problem. It pays well and it seems like a simple task, just a few giant rats gnawing at the food storage. However, it is still better if you had some help, maybe there are other people in the tavern that would like to share some of the bounty.

This adventure will teach you a lot about the world of Dungeons & Dragons, and contains many elements that the game will have to offer in total. Hopefully by the end you will be ready to head out into the world and begin your own grand adventures beyond the table. Who knows, maybe you will decide to become the dungeon master of your own campaign! Good luck, and may the rolls be ever in your favor!