

Dungeons and Dragons Club Intro Info

What is Dungeons & Dragons (D&D)?

Dungeons & Dragons is a storytelling game where you and your friends go on exciting imagination adventures — like exploring magical forests, fighting dragons, or searching for treasure. One person is the **Dungeon Master (DM)**, who acts like the storyteller and guide, and the rest of the players create their own characters — like wizards, warriors, or elves — to play in the story.

How Do You Play?

Create a Character: You make up a hero with special powers, a backstory, and cool items. You decide what they look like, what they're good at, and even their personality.

Start an Adventure: The Dungeon Master describes the world and what's happening. Then, you decide what your character wants to do — like talk to a dragon, sneak into a castle, or solve a puzzle.

Roll Dice to See What Happens: You roll a special 20-sided die (called a D20) to see if your actions succeed. A high number usually means success, and a low number might mean something funny or dangerous happens instead!

Use Teamwork and Imagination: You work together with your friends, solve problems, and use your imagination to tell an awesome story together. There's no winning or losing — the goal is to have fun!

D&D is a Talking Game

Most of the game happens through **conversation** — not with game pieces or video screens. Everyone uses their imagination to picture what's happening.

Players talk as their characters, saying what they want to do:

- "I sneak past the goblin and try to grab the treasure chest!"

The Dungeon Master (DM) describes the world and what happens:

- "The goblin hears a creak and turns around. Roll a die to see if you stay hidden!"

What Makes It a Game?

You use dice (especially the 20-sided die, or D20) to see if actions succeed or fail. There are rules to help decide what's possible — like how far you can move, how magic works, or how to fight monsters. But there's no game board or "win/lose" like in most games — the fun is in telling a story together.

What are the main types of characters in the game?

In Dungeons & Dragons (D&D), there are many types of characters, but most fall into two main categories:

Classes (What your character does)

This is your hero's job or role in the adventure. Here are some of the main ones:

Fighter — Strong and brave warriors who are great at using weapons.

Wizard — Spellcasters who use powerful magic but need to be careful because they're not very tough.

Rogue — Sneaky and clever, great at picking locks, disarming traps, and surprising enemies.

Cleric — Healers and protectors who use holy magic to help their friends and fight evil.

Ranger — Expert trackers who are great with bows and often have animal companions.

Barbarian — Wild fighters who get super strong when angry.

Paladin — Holy warriors who fight for good and justice.

Druid — Nature lovers who can talk to animals and even turn into them!

Bard — Magical musicians who inspire others and can charm or confuse with music.

Monk — Fast, disciplined martial artists who fight with their fists and use inner energy.

Sorcerer — Magic users born with special powers.

Warlock — Magic users who get their powers from a mysterious being or spirit.



Races (What your character is)

This is your character's species or background, like being a human or an elf. Some common ones:

Human – Versatile and good at many things.

Elf – Graceful, long-lived, and good with magic or archery.

Dwarf – Tough, strong, and great at fighting and crafting.

Halfling – Small, lucky, and very sneaky.

Dragonborn – Dragon-like people who can breathe fire or other elements.

Tiefling – People with a bit of demon blood, often with horns and cool powers.

Half-Orc – Strong and fierce, great in battle.

Gnome – Inventive and curious, often good with magic or machines.



Example: You could play a **Dwarf Fighter** (a strong warrior from the mountains) or an **Elf Wizard** (a magical spellcaster with pointy ears)!



Types of Monsters in D&D

D&D is full of wild and creative monsters! They come in all shapes and sizes, from silly to scary, and are a big part of the fun.



Undead

Zombies – Slow, creepy creatures that just keep coming.

Skeletons – Bones brought to life by dark magic.

Ghosts – Spooky spirits that can walk through walls!



Dragons and Giant Beasts

Dragons – Huge, flying, fire-breathing creatures (can be good or evil).

Giants – Massive people that can crush things with one stomp!

Hydras – Giant snake-like monsters with multiple heads.



Magical Creatures

Griffons – Half-eagle, half-lion, and very strong.

Phoenix – Fire birds that can be reborn after they die.

Unicorns – Magical horses with healing powers.



Humanoids (Monster-like People)

Orcs – Tough, green-skinned warriors.

Goblins – Small, sneaky troublemakers.

Trolls – Big, ugly creatures that heal fast unless you use fire!



Weird and Wild

Beholders – Floating eyeballs with laser beams from each eye!

Mimics – Monsters that pretend to be treasure chests or doors, then chomp!

Oozes/Slimes – Blob creatures that can dissolve things!



Animals and Nature Beasts

Dire Wolves – Giant wolves, often used by monsters.

Giant Spiders – Web-slinging, creepy crawlers!

Treants – Living trees that can walk and talk.

Some monsters are scary, but others are funny, cute, or silly, like:

Flumphs – Floating jellyfish that are very polite.

Gelatinous Cubes – See-through slime cubes that clean up dungeons by “eating” everything!