Creating a Story

Teaching the Elements of Fiction through Dungeons and Dragons

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**Background Information**

All of this will begin by teaching the class a very simplified version of DND:

* 20 sided dice: chooses the order of action and determines the level of success during an action
* 1-5: Extreme failure (1- causes injury to self or team member)
* 6-10: Minimal failure
* 10-15: Minimal Success
* 15-20: Extreme Success (Nat 20- gains added benefits from action)
* DM- Dungeon Master, will read the plot outloud to the group. When it comes time to make choices or take actions, the DM will give them out and the group will decide who does what and then roll to see the order. When doing an action, player will roll their 20 sided dice and the result will depend on the number they roll.
* Ability Checks: will usually be included with the above choices:

1. Strength- physical ability to lift.
2. Intelligence/Wisdom- quick thinking and understanding, ability to make decisions.
3. Charisma- ability to charm and persuade people.
4. Perception- ability to look and observe, take notice of hints or clues.
5. Dexterity- ability to climb, jump and sneak around.

## Day One: Exposition

Students would have a small lesson on plot and what exposition is, maybe using examples from faerie tales or other adventure stories. Students would have a small lesson on characterization and would learn about point of view. (First Person, Second Person, Third Person (limited and omniscient) ) and types of characters:

1. Protagonist: leading character, one of the major characters
2. Antagonist: the oppositional force that brings conflict; the villain
3. Static/Flat: character that doesn’t undergo significant change, stays the same
4. Round/Dynamic: character that undergoes significant change, is well rounded and grows throughout the story.
5. Foil: a character who contrasts with another character, usually the protagonist.
6. Stock: stereotypical character that the audience recognizes from a variety of stories. Some adventure stock characters are:

* Chosen One/Reluctant Hero: someone from a seemingly irrelevant place in the kingdom, suddenly thrust into this big adventure when all he wants to do is go back to his normal life.
* Secret heir/Mysterious Figure: the secret heir to the kingdom, a rebel who doesn’t seek power, only to help their people, doesn’t talk much.
* Lucky novice/Sidekick: best friend to chosen one, whether from before the campaign or during; seems to get lucky, despite a lack of skill.
* Mentor/Leader: the leader of the group, the reason everyone is called in together. Has a history with the main villain and is the original owner of the staff; wise and older.
* Femme Fatale: a powerful woman who is desired by many men, can be originally working for the villain; intelligenct and clever.
* Damsel in Distress: an innocent woman not fit for war, usually the romantic interest, the weakest of the bunch, always ending up in trouble and needing saving; MUST go through a change at the end.

Students will then be introduced to the background plot of the story. In groups of 5-6, students would either be assigned or would be expected to each choose one of the above stock characters and create a backstory for them that goes along with the given backstory for the plot. They would be given a handout for this to work with. Each character will be a protagonist and MUST be round/dynamic. Each student can decide which characters will be foils and set out to keep the contrast throughout the entire campaign. (For example, the chosen one and mysterious figure are foils). The rest of the class could be dedicated to the beginning of the campaign, all of the characters meeting each other and learning of their quest.

## Day Two: Rising Action

Students will have a short lesson on what Rising Action is and will be introduced to the Rising Action of their campaign. This will pertain to mini side quests that results in some character building. Students will also get time to write in their journals about their characters and their journey so far and will participate in a guided discussion on the social issues rising in the story, such as sexism towards the “female” stock characters (damsel/femme fatale), if the race issues under Azmarath’s reign, etc. This is a prelude to the next session.

Day Three: Climax

Students will have a short lesson on what Climax is. Students will then discuss the 6 kinds of conflict. Each character in the party will be assigned a type of conflict

1. Character VS Character - Final Battle
2. Character VS Self -Mysterious Figure
3. Character VS Society- Damsel Distress/Femme Fatale
4. Character VS Nature- Mentor
5. Character VS Supernatural/Fate- Chosen one
6. Character VS Machine - Lucky Novice/Sidekick

Getting into their parties, students will be put back into the story, this time to face conflicts one by one. Each character will face their conflict and will need to make their choices to succeed, relying on their team to aid them if necessary. After each character has faced their individual conflicts, the main boss fight will occur. The characters must make choices and work as a team to succeed. Students will also have time to then update their journals.

Session Four: Falling Action and Resolution

Students will have a short lesson on Falling Action and will be introduced to the falling action of their campaign.This is a chance to finish off any conflicts and tie together any loose ends, finish any character developments. Students will have a chance to finish off their journals. DM’s will then sum up the ending of the story and how things were resolved. There will be a short discussion on Resolution. Students will each have a chance to share their stories to see how each party varied based off of their decisions. From there on they will learn about symbolism and will then be asked to discuss possible symbols within their campaign. There will then be a review of all they have learned throughout this Dungeons and Dragons journey.

**The Story**

Exposition

The Kingdom of Lothedrimmon used to be a peaceful kingdom full of prosperity and equity under the rule of the Ximore Dynasty (family who rules a kingdom- passes on from parent to natural born/adopted heir), until the reign of the sorcerer Ximore Azmarath, the Cruel. He used all of the kingdom’s prosperity and placed heavy taxes on his subjects, instituted cruel and unfair laws, and made certain races work to provide the rest of the kingdom with resources.

The only way to defeat Ximore Azmarath is to use the ancient staff called Purgatory, Ender of the Immortal, which can capture Azmarath’s power if wielded by the chosen one. The issue is: the staff hasn’t been seen since before Azmarath became King, when an old warrior (mentor/leader) once wielded against Azmarath with no success. Furthermore, the only remaining natural born heir to the throne, Ximore \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (mysterious figure’s real name), had rebelled against the throne and vanished, but is greatly needed for the kingdom to be restored.The mentor, having spent years searching, grows old and tired, and sends out an invitation for a company to aid him in his quest to find the staff. Three/Four people respond (depending on the Sidekick’s backstory) and one ends up being thrown into the campaign, being discovered as the chosen one meant to wield the staff. Together, they must find the staff and the rightful heir to the throne, and then defeat Ximore Azmarath and restore Lothedrimmon to it’s peaceful state once more.

The first group meeting happens in a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (group gets to choose from the following settings based on what they feel fits the story better: tavern, mentor’s hut in the woods, ruins of the old battle.)

## Rising Action Each group could choose from a selection of three side quests. Each person in the group, in a pre-determined order, must make an action based on the following skills: strength, intelligence/wisdom, charisma, perception, and dexterity. When an action is determined, the action taker will then roll the 20 sided dice which will determine the level of success in doing the action. Teammates may then make up or help their fellow questor with their own actions.

Side Quest One: The party comes across a dead end, a break in the path in the form of a giant pit. Inside of the pit there is an injured foreign noble whose caravan must have fallen into the pit while traveling from the last place the staff was seen. The caravan is filled with chests of treasures. There is a large tree nearby, one large enough to walk across, but too large to push over and on the other side of the pit is a rope. What does your party do?

The end result of this side quest is that the injured foreign noble will tell them the final location of the staff.

Side Quest Two: The party has been travelling for a long while when it begins to downpour. Seeking shelter, the party finds an abandoned manor that looks to have been empty for years. The rain is beating down so your party decides to rest for the night in the abandoned manor, but the door is barred and there is a loud growling and howling noise in the basement, a beast lurking within the walls of your only safe haven for miles around, guarding what could be something important to your main quest. What does your party do?

The end result of this side quest is that defeating the beast will lead to the group uncovering documents about the final location of the staff

Side Quest Three: Your party comes across a small town that has been taken over by bandits. The townsfolk have been untrusting of strangers since the bandits infiltrated their town looking for information on the staff, as this was its place of origin. With bandits all over, no one in the town is willing to speak with your party and the bandits grow ever suspicious of your group. What does your party do?

The end result of this side quest is that saving the townsfolk, or getting them to speak to you, will allow you to find out the final location of the staff.

Climax

The party will run into six conflicts in this part of the campaign, each assigned to a different player. Group members may make decisions and ask their team for help during their conflict, but they are responsible for facing their own conflict.

**Character VS Society:** It’s been weeks since finding the final resting place of the staff of Purgatory. While the dynamic in your groups is stronger than ever, tensions grow high the closer you get to the end of your quest. Your party finally reach the location of the staff, a mountain-like fortress overrun by demons that are notorious for stealing young women, bringing them into their lair only for them to never be seen again. It is evident that the only way in is for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (damsel in distress) to go in as a distraction while the rest of them find a way inside. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (damsel in distress) has grown a lot over the course of her journey and is a little off-put by her team using her as a victim, but goes in for the sake of the quest. However, when she is inside, she is faced by an exaggerated version of the societal views of what she’d faced her whole life- the stolen women are viewed as weak and incapable of fighting back, and are forced to serve their demon captors. The demon leading her in has a weapon attached to his hip, easy enough for her to reach, and across the room there is a latch that opens up the fortress. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ can either choose to wait for her team to rescue her, or take matters into her own hands.

**Character VS Machine:** Once inside the fortress, the demons are dealt with, the last one giving the team warning of many traps and tests that will follow on the way to the staff before breathing his last breath. Once your party wanders further into the depths of the fortress, you realize the demon was right, as you come to a dead end blocked off by a large mechanical looking door. There is a large key at the top and a silver keypad with numbers listed from 1-9 and a screen within reachable distance. Beneath your feet is a zigzag of lines that look like they can open up into a dangerous pit. On the screen there is a number: 3. Your party has three tries to guess the code to the door, or the floor will open up beneath you and send you to an unknown fate. There is nothing to help your party here but luck. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (lucky novice), this is your task. Will you try your luck in guessing the right code?

**Character VS Nature:** With luck, regardless of the outcome of the previous task, your party finds yourself deeper within the fortress. The path is darker now, until you come into an open clearing. There, in the middle of the room, surrounded by a cage of thick vines, is the staff. In excitement, your party step forward into the room, only to be met with a tsunami of water rushing in through every possible entrance way, the room filling quickly with water from the ocean, lightning crackling so loudly, you can hear it through the thick fortress walls. Your team find yourself swept up in the storm, fighting to survive and get to the staff at the same time. Just as the room is nearly filled to the brim with water, threatening to drown everyone, the staff pulses, reaching for its previous user, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (mentor/leader). Will you resurrect the magic from which you’ve retired from in order to save your team from the storm and cut away the barrier surrounding the staff?

**Character VS Fate:** Regardless of the results from the previous conflict, the staff is now free to be taken. There’s only one issue: it can only be wielded by \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (the reluctant chosen one) who, despite being on this journey, coming all this way, is reluctant to pick up the metaphorical and literal task. It suddenly becomes very real that you, the chosen one, a normal person, will have to lead the fight against Azmarath, the greatest evil known to the world. This entire journey has felt like you have had little choice in this, and you’re not even positive that you are the chosen one in the first place. You have two options: you can let someone else take up the burden of the staff and leave the campaign, putting the entire kingdom at risk, or you can accept your possible fate and accept the weight of the staff in your hand.

**Character VS Self:** The staff is released, the first part of your quest has been achieved. You and your party make your way to the castle. The trip is mostly silent, everyone stuck in their own thoughts on the impending battle. There is a small conversation about needing to find the heir and the danger of dethroning the king without a sustainable ruling head to take his place. Through this conversation you, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (the mysterious figure) distance yourself, surrounded by your own inner battle. You have grown to trust these people and consider them your friends, and you would be the saviour they are looking for, but you are plagued with thoughts of what they might think of you if you reveal who you are. Will they hate you for lying to them? Will they think you are like your father? Will they distrust you? Will they claim you are unfit for the throne? Your thoughts echo in your head the entire journey to the castle, only broken off by the loud, angry cries of the castle guards coming towards you. One of your team quickly hides the staff from view, but the guards soon surround you and threaten to kill if your party don’t explain who they are and their reasoning for coming to the castle. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (mysterious figure), you know that if you reveal who you are, you and your team will be immediately taken to Azmarath to face justice for rebellion, but risks the trust of your team. But if you lie, there is an even bigger risk of not getting inside the castle, or worse. What will you choose?

**Character VS Character:** Regardless of the results of the last conflict, your party is taken into the castle and brought to the giant throne room where Azmarath sits on his throne, eyes dead and gaze hard. Power crackles around him and when he sees your party approach, he almost looks excited, bloodthirsty. Guards surround you everywhere in the room, blindly following Azmarath’s control because they feel they have no other way, Azmarath having gone unchallenged for so long. Using the six kinds of skills, your party must get past the guards and then face off against Azmarath himself. Everyone must take one action in a pre-determined order. Depending on the actions of the group, Azmarath will be destroyed and the final conflict will be over.

Falling Action/Resolution

Azmarath has been defeated and the looming threat over the kingdom weakens, his hold on everyone disappearing. Everyone in the group will get to decide how their character’s journey will end up, who will sit on the throne, and what happens to everyone. They get to choose the ending and justify why.

**Lesson Plan: Climax and Conflict**

**Grade 8 Elements of Fiction**

**Teacher Candidates:** Sam Ruffell, John Vanderlann, Noah Sinasac and James Holland

**Grade**: 8 **Curriculum Areas**:Writing **Duration**: 45 minutes

**Title of Unit:** *Elements of Fiction*

**Context:**

This lesson is part of a larger unit plan covering the Elements of Fiction. Using Dungeons and Dragons as a guiding tool, students have progressed to the “conflict” area of the “adventure”. The class has already covered character and setting and they are familiar with the DnD game through those previous lessons.

**Learning Goals:**

-Students will be able to determine and define types of conflict in various media

-Students will be able to create their own personal type of conflict

-Students will analyze conflict types and evaluate possible outcomes

**Expectations:**

*Overall:*

1.generate, gather, and organize ideas and information to write for an intended purpose and audience;

2.draft and revise their writing, using a variety of informational, literary, and graphic forms and stylistic elements appropriate for the purpose and audience;

3.reflect on and identify their strengths as writers, areas for improvement, and the strategies they found most helpful at different stages in the writing process.

*Specific:*

1.5 identify and order main ideas and supporting details and group them into units that could be used to develop a summary, a debate, or a report of sever- al paragraphs, using a variety of strategies

1.6 determine whether the ideas and information they have gathered are relevant, appropriate, and sufficiently specific for the purpose, and do more planning and research if necessary

2.2 establish a distinctive voice in their writing appropriate to the subject and audience

2.5 identify their point of view and other possible points of view, evaluate other points of view, and find ways to respond to other points of view, if appropriate

4.1 identify a variety of strategies they used before, during, and after writing, explain which ones were most helpful, and suggest future steps they can take to improve as writers

**Resources:**

-Internet access

-chalkboard

-computer with projector and audio

-students must have “adventure diaries” back from last class

-DnD powerpoint

**Lesson:**

Introduction (10 Minutes)

1. Students will be asked if they have ever experienced any conflict in their own lives.
2. With an elbow partner they class is asked to discuss the last time they had an argument/conflict.
3. After their discussion we pose they question; are all arguments/conflicts the same?
4. Show the following clips and have the students think-pair-share, at the end of each clip to determine what kind of conflict it is (they do not need the correct terms):

* <https://www.youtube.com/watch?v=eeCxNN56YVs> (person vs nature)
* <https://www.youtube.com/watch?v=XkQpujuVYOI> (first 30 secs) (person vs self)
* <https://www.youtube.com/watch?v=ujO3k3oNMsg> (person vs supernatural)

1. As the students list types of conflict they have seen in the clips, write them on the board. For time sake we do not have examples of all the conflict types, so after students have discussed the ones in the clip have them brainstorm the rest. Make sure all six are on the board at the end:

* person vs. Person
* person vs. Self
* person vs. Society
* person vs. Nature
* person vs. Supernatural
* person vs. Technology

Body (20 Minutes):

# 1.Leave the types of conflict on the board.

# 2.The continuation of the DnD Elements of Fiction.

# Assessment and Evaluation (10 mins)

# Students will continue their “Adventure Diaries”. They will write a one and a half to two page entry in the “voice” of their character in their journal. They must include the type of conflict they chose, how it worked out and if they would have chosen a different type of conflict if given another chance. This will be handed in at the end of class (as they will receive it back with commentary by the next lesson).

# Differentiated Instruction:

# Variety of options to allow choice and autonomy for their DnD activity

# Elbow partners for discussion

# Think-Pair-Share

# Visual representations of conflict types

# Conflict types discussed orally and written on the board

# Students are able to visually see their “journey” through DnD powerpoint

# Reflection is a written diary for those who prefer to discuss their choices privately

# Notes:

# \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Filming Script**

**Multiliteracies Script**

**Cast of Characters:**

Teacher/Student teacher/DM

Student as Mysterious Figure: Medea/Ximore Andromeda

Student as Mentor/Leader: Sir Ewan, the Brave

Student as Reluctant Chosen One: Gregmore Gerdyswamp

Student as Damsel in Distress: Buttercup

*(Students still in class)*

Teacher: ...and those are the six types of conflict. Now let’s get back into our campaign parties and we’ll go through the climax of our story.

(*Students all get up. As they are sitting down at their group seats, they are all suddenly wearing costumes based off of their character)*

*(Summary scrolls across screen)* The Kingdom of Lothedrimmon used to be a peaceful kingdom full of prosperity and equity under the rule of the Ximore Dynasty (family who rules a kingdom- passes on from parent to natural born/adopted heir), until the reign of the sorcerer Ximore Azmarath, the Cruel. He used all of the kingdom’s prosperity and placed heavy taxes on his subjects, instituted cruel and unfair laws, and made certain races work to provide the rest of the kingdom with resources. The only way to defeat Ximore Azmarath is to use the ancient staff called Purgatory, Ender of the Immortal, which can capture Azmarath’s power if wielded by the chosen one. The issue is: the staff hasn’t been seen since before Azmarath became King, when an old warrior, Sir Ewan the brave, once wielded against Azmarath with no success. Furthermore, the only remaining natural born heir to the throne, Ximore Andromeda (mysterious figure), had rebelled against the throne and vanished, but is greatly needed for the kingdom to be restored. Sir Ewan, having spent years searching, grows old and tired, and sends out an invitation for a company to aid him in his quest to find the staff. Four people respond (depending on the Sidekick’s backstory) and one ends up being thrown into the campaign, being discovered as the chosen one meant to wield the staff. Together, they must find the staff and the rightful heir to the throne, and then defeat Ximore Azmarath and restore Lothedrimmon to it’s peaceful state once more.

DM: alright, before we recap where we left off and get into the next part of our tale, lets go around and just remind everyone of who are characters are.

Medea: but...we all know each other...

DM: Yes, but anyone watching this video won’t because we’re only filming this portion of the campaign for our multiliteracies project. *(Looks directly at camera)*

Ewan: (clears throat) I guess I’ll begin. I’m Sir Ewan the Brave, the mentor and leader of the group.

Buttercup: I’m Buttercup, the damsel in distress

Medea: I’m Medea , the mysterious figure, otherwise known as, spoiler alert, Ximore Andromeda

Gregmore: And I’m Gregmore Gerdyswamp, the reluctant hero and I...don’t want to be here.

DM: Great! We last left off during the Rising Action, where your party conquered a wonderful sidequest of your choosing and, in working together, making wise choices, and with the luck of the dice, you discovered the final location of Purgatory, the staff you’ve been searching for. Today, we will be going to ²that location in order to get that staff, but you will each face many conflicts along the way.

Ewan: Are you referring to the six types of conflict we just learned.

DM: Exactly! Alright, let’s begin. It’s been weeks since finding the final resting place of the staff of Purgatory. While the dynamic in your groups is stronger than ever, tensions grow high the closer you get to the end of your quest. Your party finally reach the location of the staff, a mountain-like fortress overrun by demons that are notorious for stealing young women, bringing them into their lair only for them to never be seen again. It is evident that the only way in is for Buttercup (damsel in distress) to go in as a distraction while the rest of them find a way inside. Buttercup (damsel in distress) has grown a lot over the course of her journey and is a little off-put by her team using her as a victim, but goes in for the sake of the quest. However, when she is inside, she is faced by an exaggerated version of the societal views of what she’d faced her whole life- the stolen women are viewed as weak and incapable of fighting back, and are forced to serve their demon captors. The demon leading her in has a weapon attached to his hip, easy enough for her to reach, and across the room there is a latch that opens up the fortress. Buttercup can either choose to wait for her team to rescue her, or take matters into her own hands.

Buttercup: Duh, I’m going to take matters into my own hands.

Gregmore: Because one of the goals in this project is to explore characterization and themes in stories, themes like gender roles?

Buttercup: Um no, because women are strong as heck. Give me that sword *(rolls dice; rolls nat 20)*

DM: Looks like you’ve successfully defeated the demon army single handedly, opened the fortress with your bare hands and looked fabulous while doing it!

*(Party claps, Katerina says “What did I say?” confidently amongst the clapping)*

DM: Once your party wanders further into the depths of the fortress you come to a dead end blocked off by a large mechanical looking door. There is a silver keypad with numbers listed from 1-9 and a screen within reachable distance. Beneath your feet is a zigzag of lines that look like they can open up into a dangerous pit. On the screen there is a number: 3. Your party has three tries to guess the code to the door, or the floor will open up beneath you and send you to an unknown fate. There is nothing to help your party here but luck.

Ewan: As the leader of the group, I’ll do it! (rolls dice, rolls 1)

DM: You put in the code and a blaring red light shines on the screen. The ground starts to shift below your party and you all fall through into a pit of darkness. Lighting a torch, you all look around and see a giant plant with sharp thorns. Luckily, the plant seems to have died many years ago due to a lack of nourishment. Your party carefully makes their way around the vines and into a long hallway that bends unnaturally at the end. When you turn the corner, you find a smaller dark hallway. You slip through it, only to see a large cavern. There, in the middle of the room, surrounded by a cage of thick vines, is the staff. In excitement, your party step forward into the room, only to be met with a tsunami of water rushing in through every possible entrance way, the room filling quickly with water from the ocean, lightning crackling so loudly, you can hear it through the thick fortress walls. Your team find yourself swept up in the storm, fighting to survive and get to the staff at the same time. Just as the room is nearly filled to the brim with water, threatening to drown everyone, the staff pulses, reaching for its previous user, Sir Ewan, the Brave (mentor/leader). Will you resurrect the magic from which you’ve retired from in order to save your team from the storm and cut away the barrier surrounding the staff?

Ewan: Oh uh...I don’t know. What do you think, guys?

Buttercup: Um, yes. Do it.

Gregmore: Can I leave?

Medea: We are literally in the middle of a tsunami. No you can’t.

Ewan: okay…yes. I’ll resurrect my magic *(rolls dice, rolls 15)*

DM: You succeed! It takes a few tries but you manage to stop the forces of nature with your magic and the help of the staff. The vines surrounding the staff unwind and the staff is now free to be taken. There’s only one issue: it can only be wielded by Gregmore Gerdyswamp (the reluctant chosen one) who, despite being on this journey, coming all this way, is reluctant to pick up the metaphorical and literal task. It suddenly becomes very real that you, the chosen one, a normal person, will have to lead the fight against Azmarath, the greatest evil known to the world. This entire journey has felt like you have had little choice in this, and you’re not even positive that you are the chosen one in the first place. You have two options: you can let someone else take up the burden of the staff and leave the campaign, putting the entire kingdom at risk, or you can accept your possible fate and accept the weight of the staff in your hand.

Gregmore: I…I don’t know. I’ve come this far…but all I really want is to go home. I can’t do this. You take the staff, you deal with it *(rolls dice, rolls a 1)* oh no.

DM: Well…you try to leave, but the staff trembles in it’s hold and flies towards you, hitting you in the back and knocking you down. The staff has chosen you. You have no choice.

James: Great *(sarcastic)*

DM: It is! The staff is released, the first part of your quest has been achieved. You and your party make your way to the castle. The trip is mostly silent, everyone stuck in their own thoughts on the impending battle. There is a small conversation about needing to find the heir and the danger of dethroning the king without a sustainable ruling head to take his place. Through this conversation you, Medea (the mysterious figure) distance yourself, surrounded by your own inner battle. You have grown to trust these people and consider them your friends, and you would be the saviour they are looking for, but you are plagued with thoughts of what they might think of you if you reveal who you are. Will they hate you for lying to them? Will they think you are like your father? Will they distrust you? Will they claim you are unfit for the throne? Your thoughts echo in your head the entire journey to the castle, only broken off by the loud, angry cries of the castle guards coming towards you. One of your team quickly hides the staff from view, but the guards soon surround you and threaten to kill if your party don’t explain who they are and their reasoning for coming to the castle. Medea (mysterious figure), you know that if you reveal who you are, you and your team will be immediately taken to Azmarath to face justice for rebellion, but risks the trust of your team. But if you lie, there is an even bigger risk of not getting inside the castle, or worse. What will you choose?

Medea: I…I guess if we end up inside the castle, they could find out anyway but…ugh why do I care about what they think? Fine I guess I’ll…I’ll reveal my true identity. I am Ximore Andromeda. *(all of group gasps in shock, rolls dice, rolls a 17)*

DM: You reveal your true identity and the guards rush forward to capture you, the heir to the throne and rebel leader, as well as taking hold of your fellow conspirators. They take you into the castle and straight to the throne room where Azmarath sits on his throne, eyes dead and gaze hard. Power crackles around him and when he sees your party approach, he almost looks excited, bloodthirsty. Guards surround you everywhere in the room, blindly following Azmarath’s control because they feel they have no other way, Azmarath having gone unchallenged for so long. Using the six kinds of skills, your party must get past the guards and then face off against Azmarath himself. Everyone must take one action in a pre-determined order. Roll your d20s

*(Everyone rolls and determines an order; scene fades out)*







