

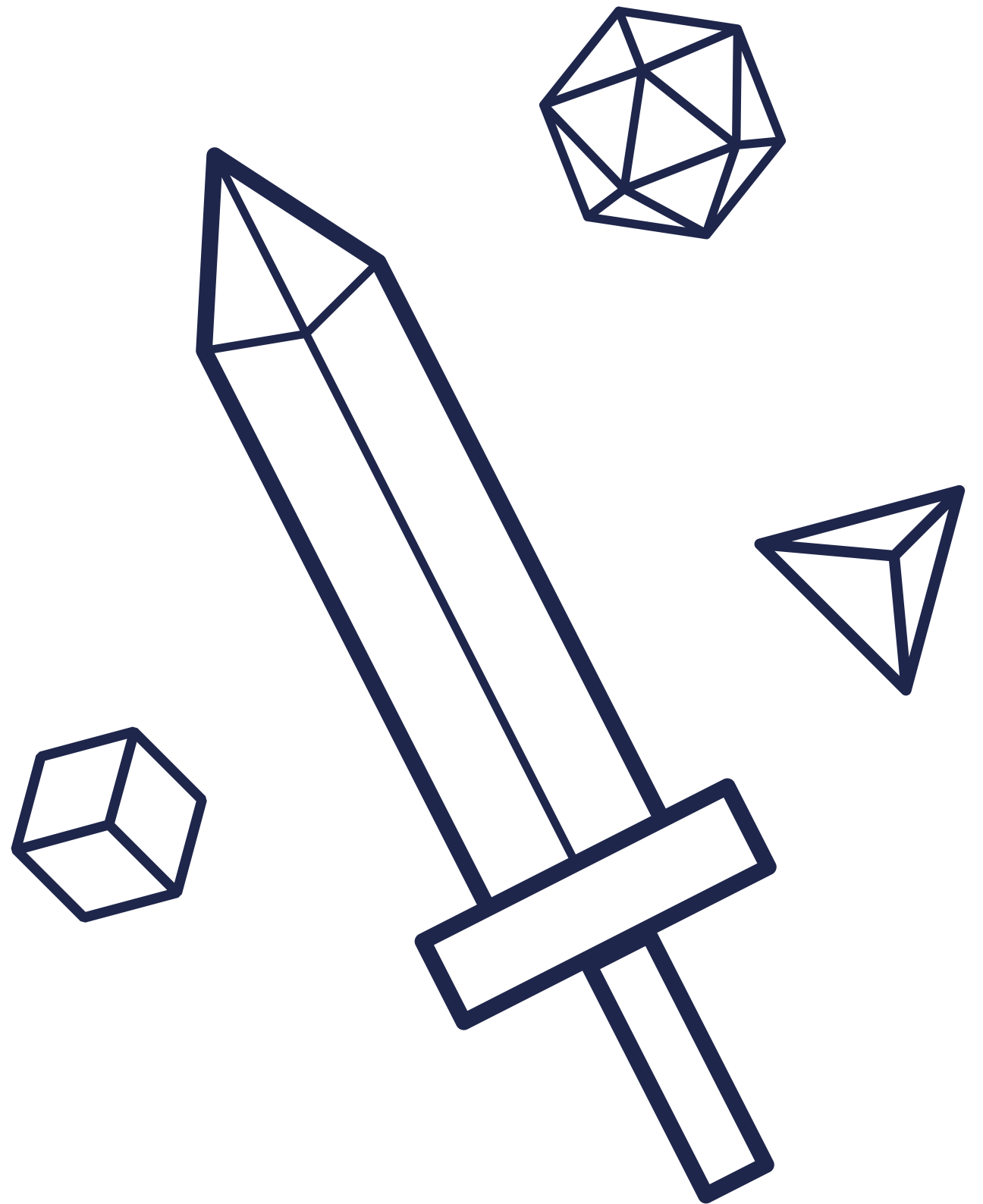
SKILLS I LEARNED BY PLAYING DUNGEONS & DRAGONS

PART I: INTRODUCTION

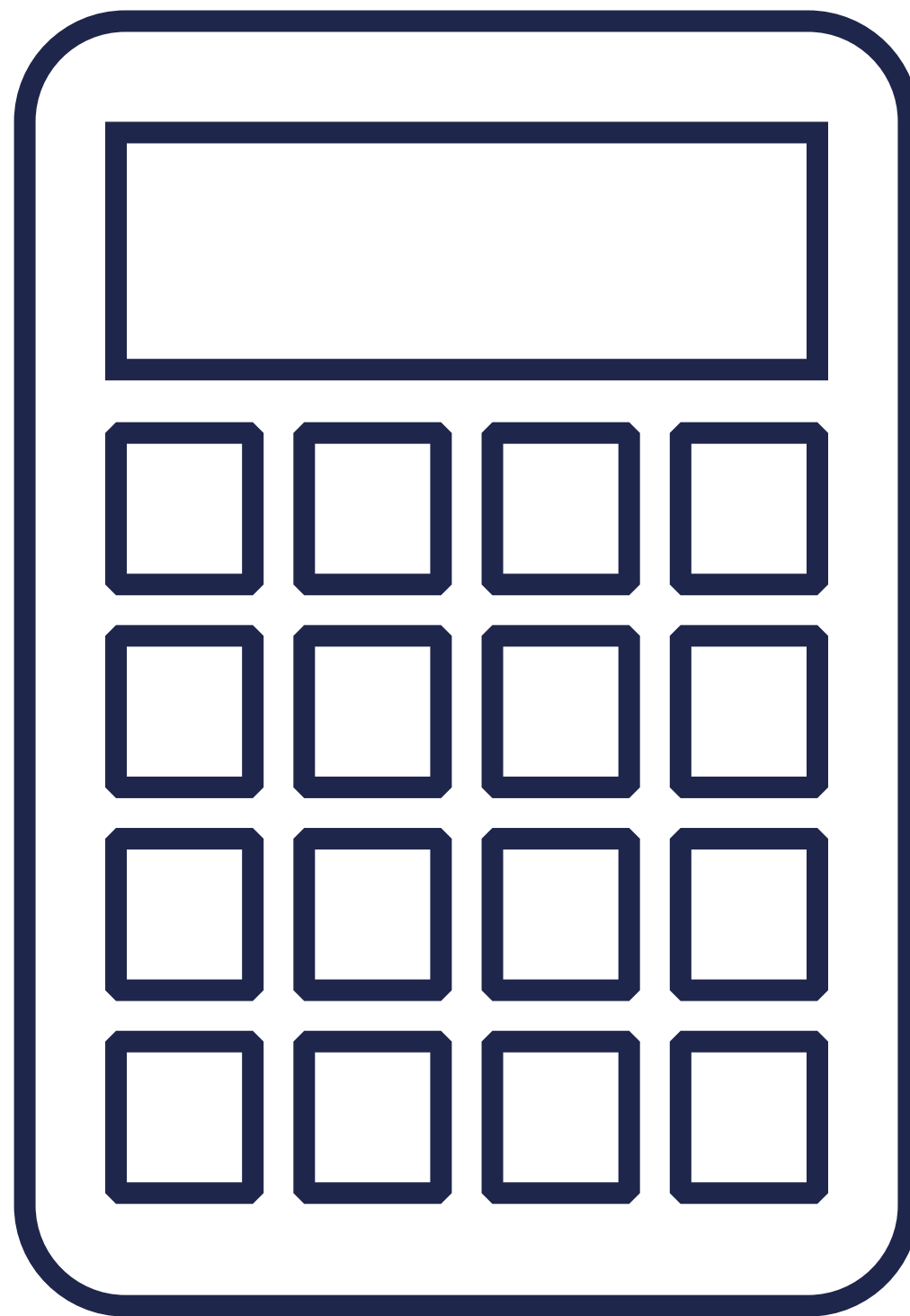


WHAT IS D&D?

Dungeons and Dragons (D&D) is a tabletop roleplaying game involving dice, imagination, and a group of friends.



*It's usually high fantasy but not always



It gets a bad rep for being nerdy since there's a lot of maths involved, but that's honestly a small part of it.

You have an appointed DM (Dungeon Master) who controls the story and its outcomes, and then you have the players.



I USE THE WORD
'CONTROL'
LIGHTLY.

As mentioned before, dice are involved in D&D with a 20 sided die (a d20) being the core decision making die.



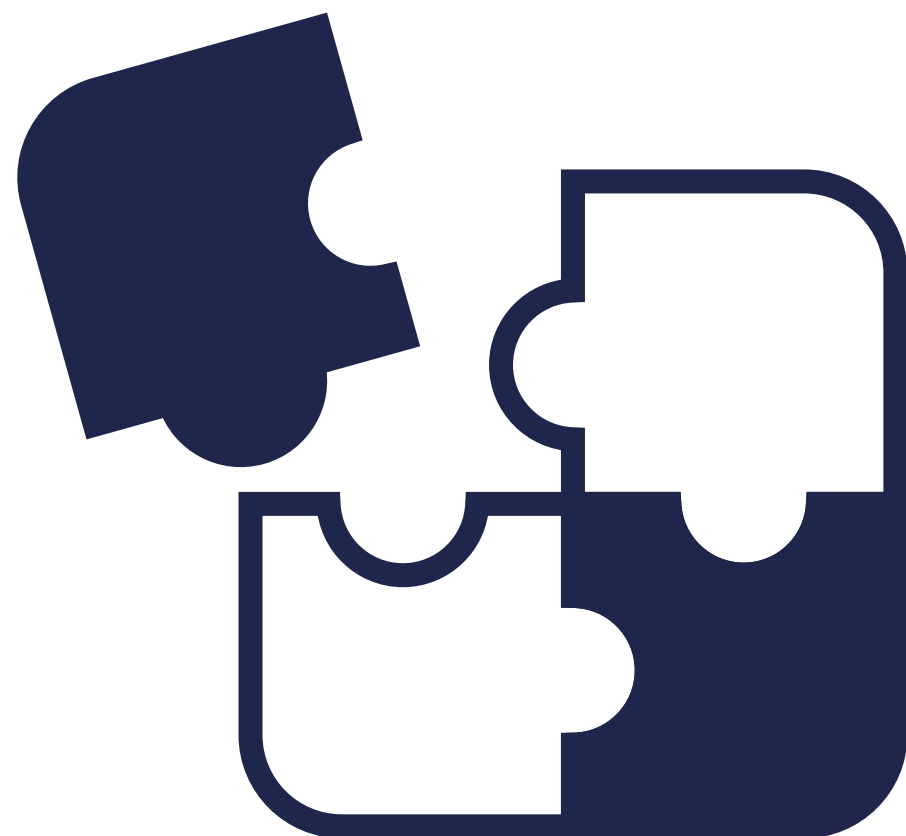
You roll a 20 on the die?
Amazing things happen.

And a 1? Well...



I had a character who had their pants eaten by rats because of a 1.

It's a game made of chance, improvisation, and surprisingly, a lot of **transferable soft skills** that you can use in working everyday life.





This series is going to be about the skills I've learnt in D&D both as a DM and as a player. I hope you'll stick around for it. :)

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