

# SKILLS I LEARNED BY PLAYING DUNGEONS & DRAGONS

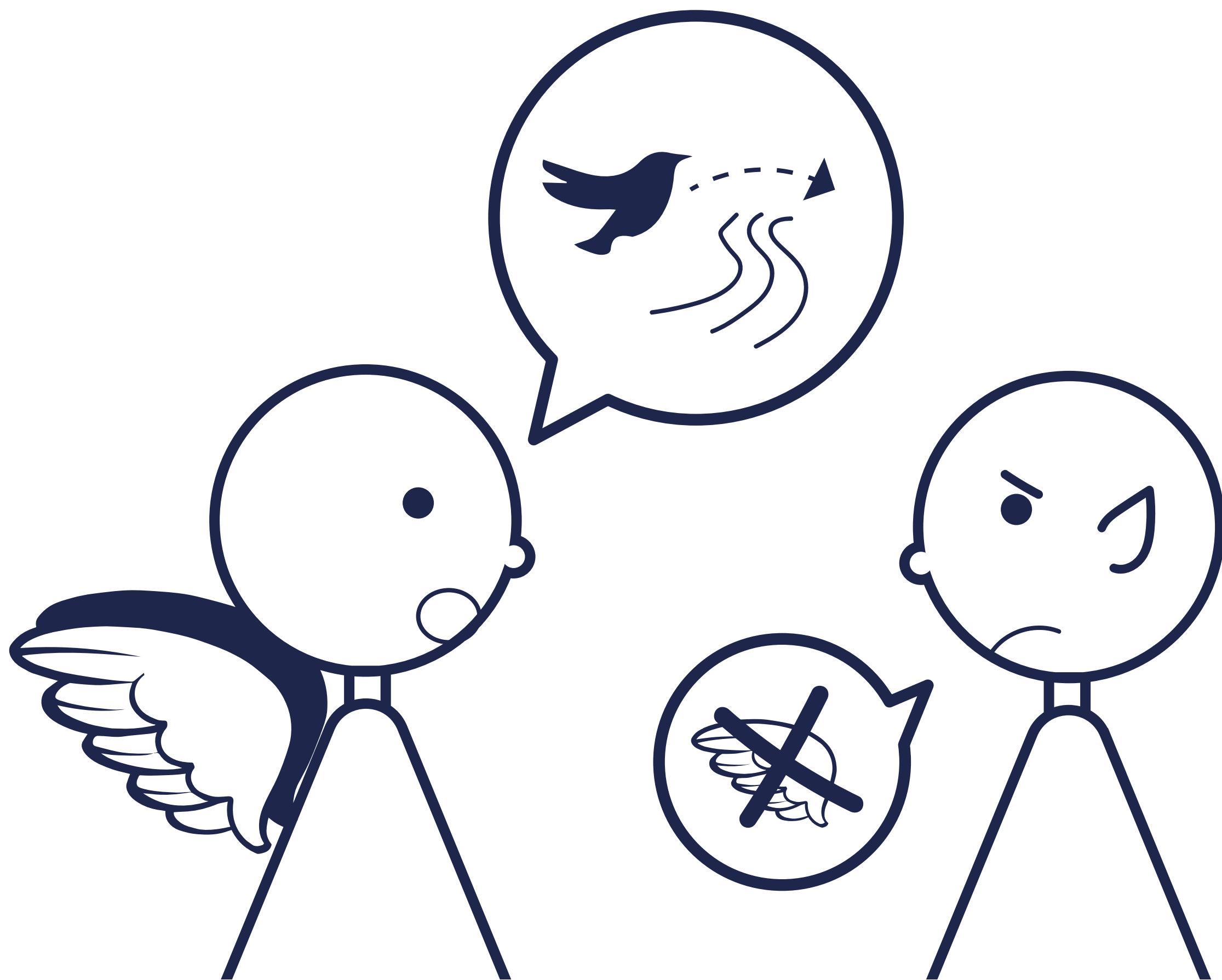
**PART IV: TEAMWORK**



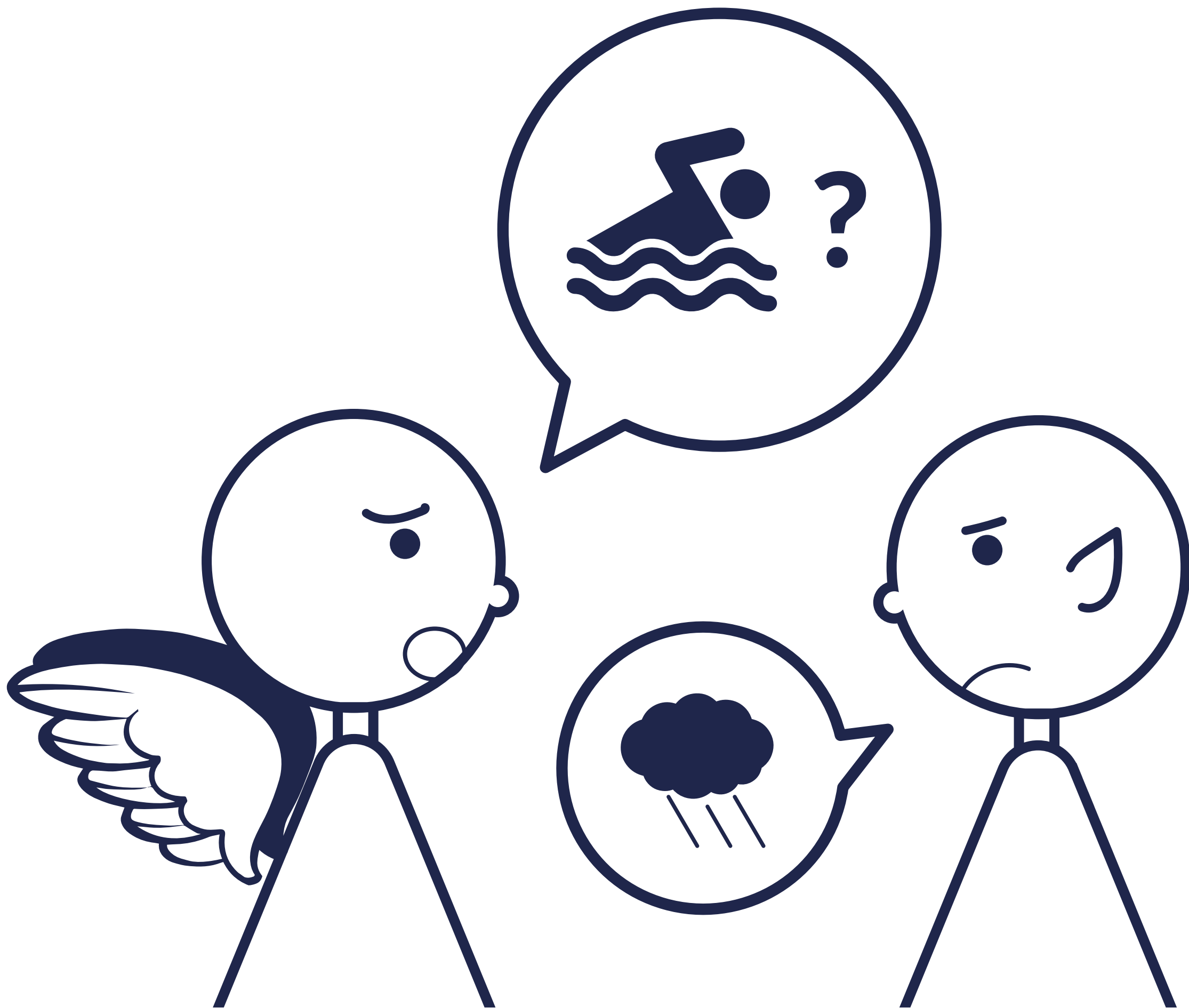


At the core of it, D&D is a teambuilding exercise as well as storytelling game. The players work together to overcome the obstacles and challenges created by the DM (or each other).

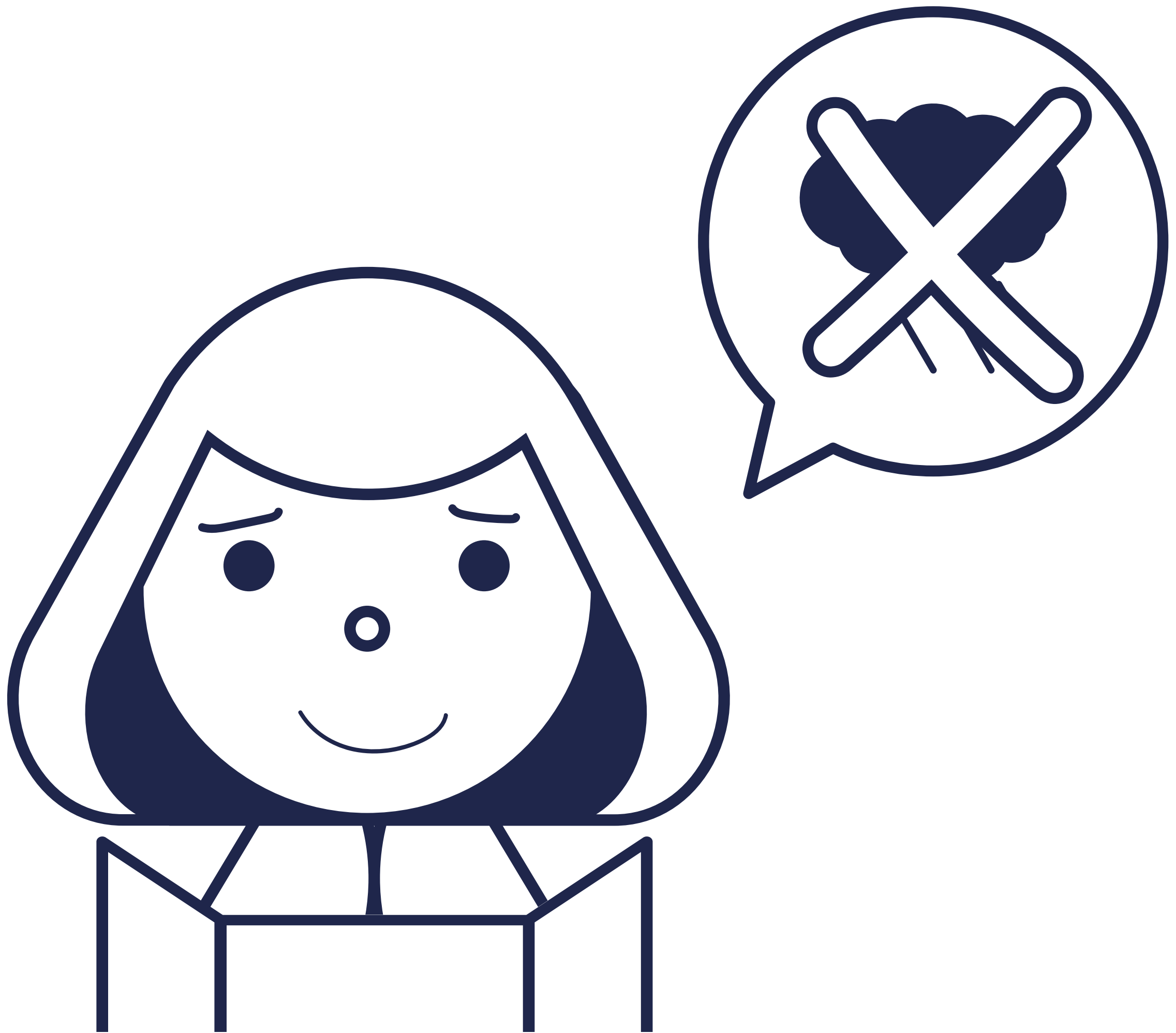
It's only through a mutual goal do people put aside their differences to achieve what they need to achieve.

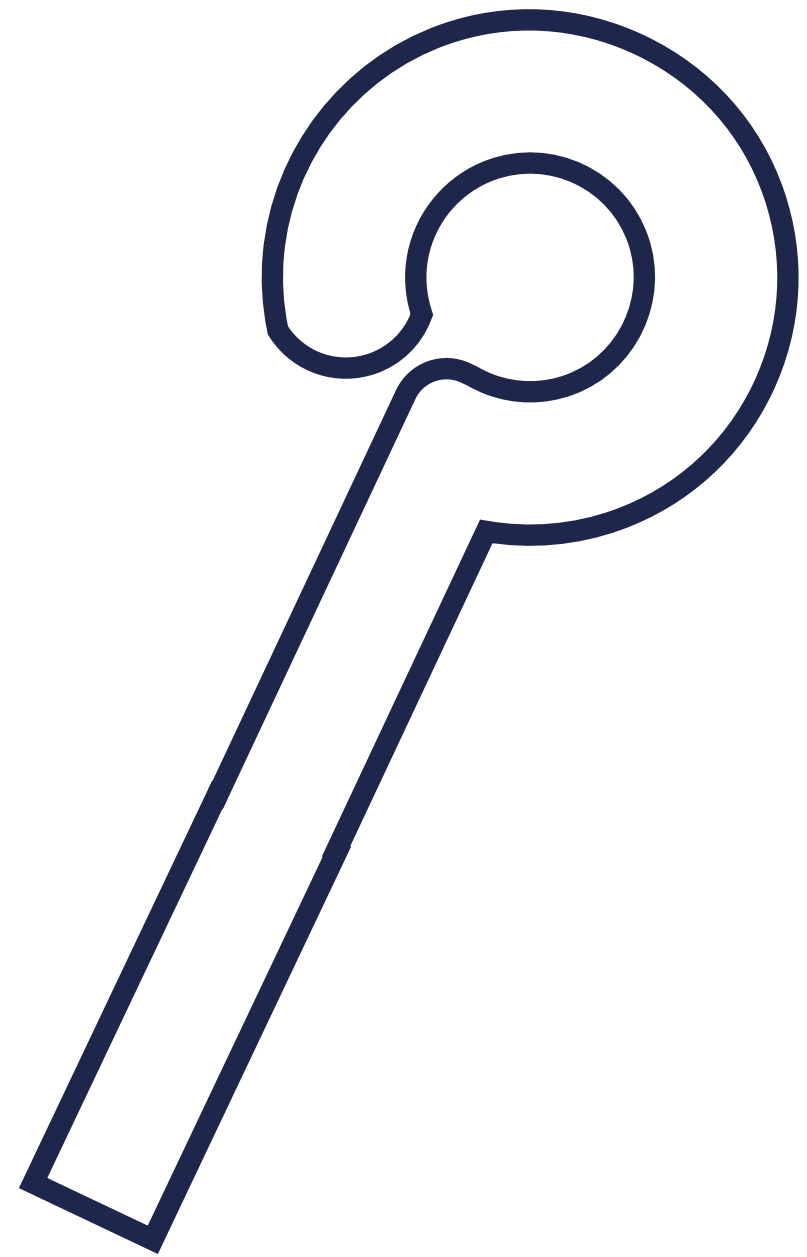
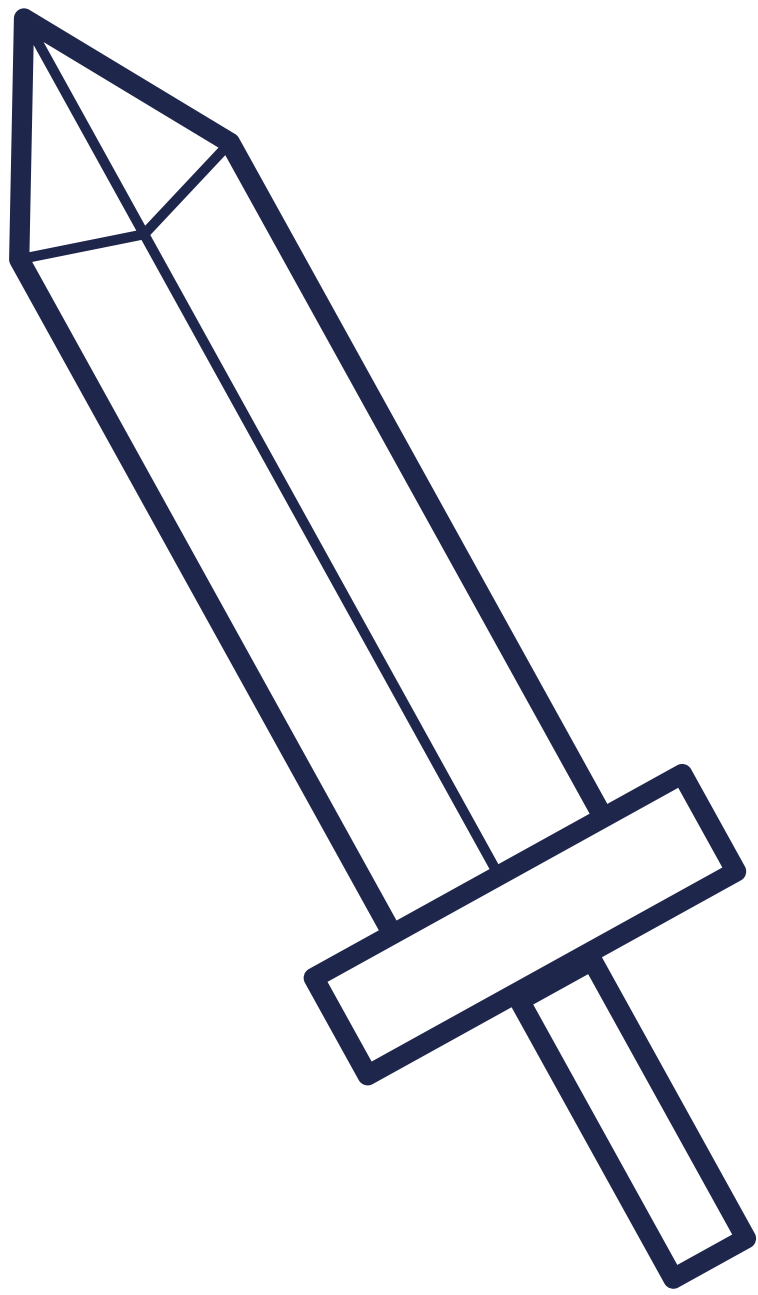


However, like in real life, character personalities will sometimes clash and negotiations will fall flat.

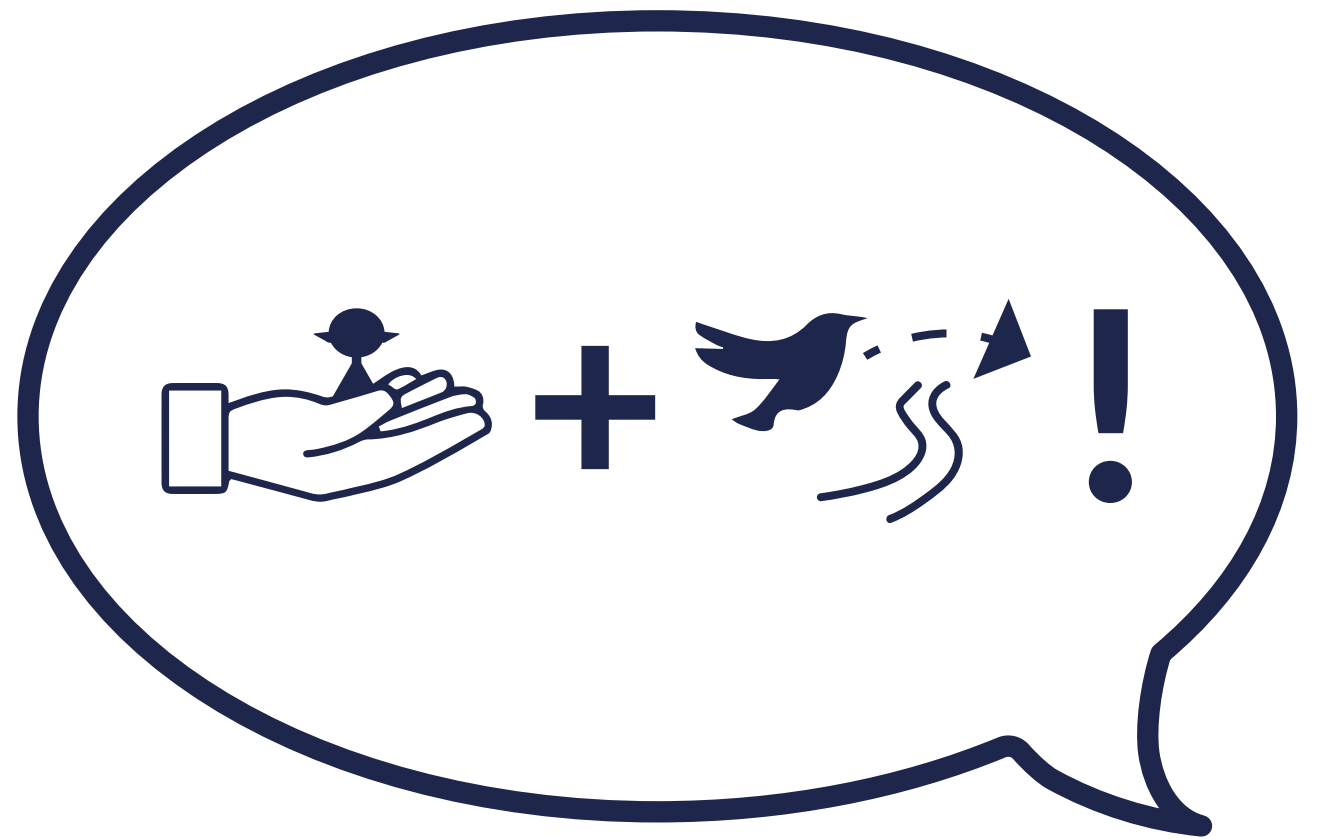
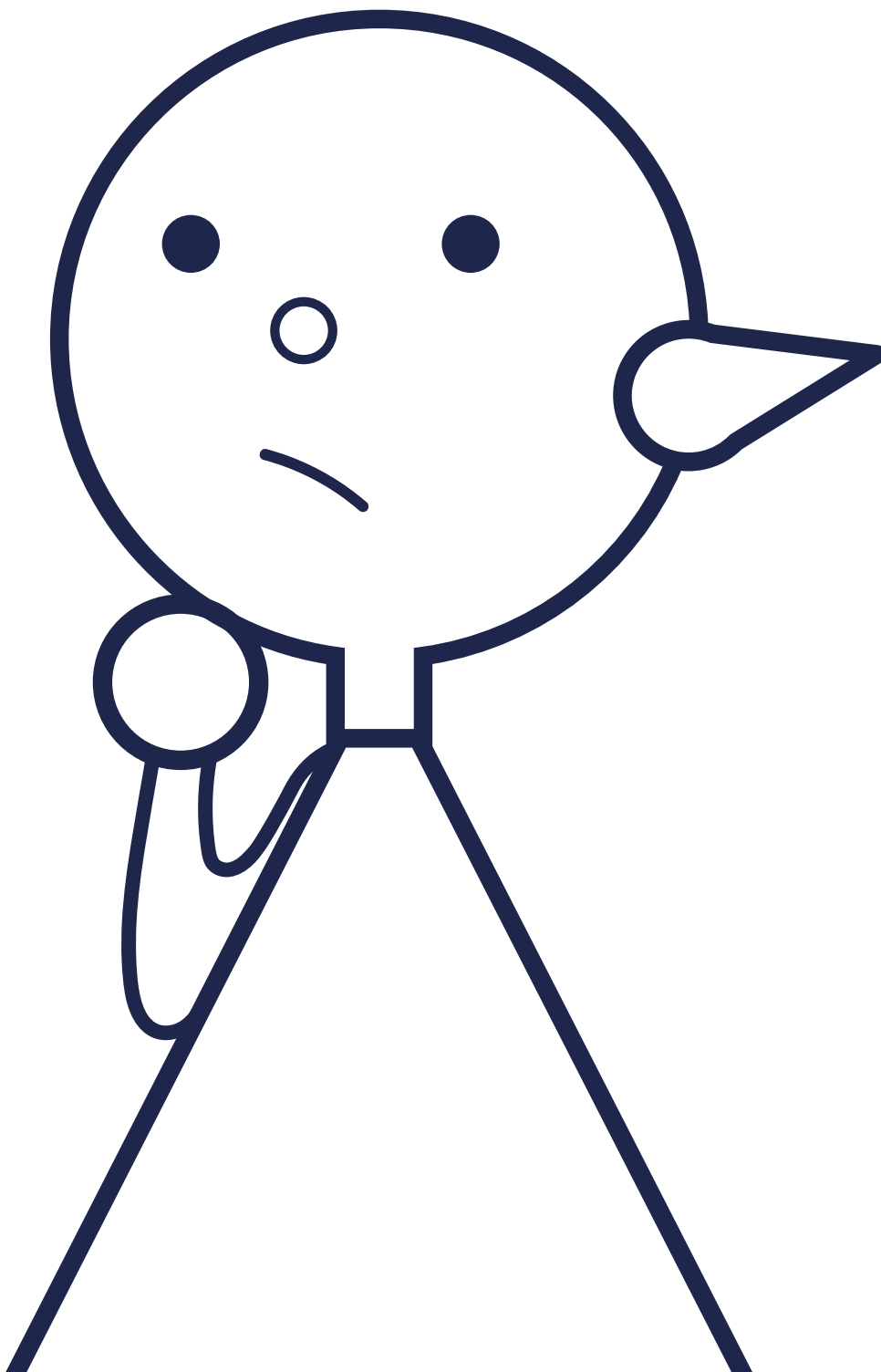
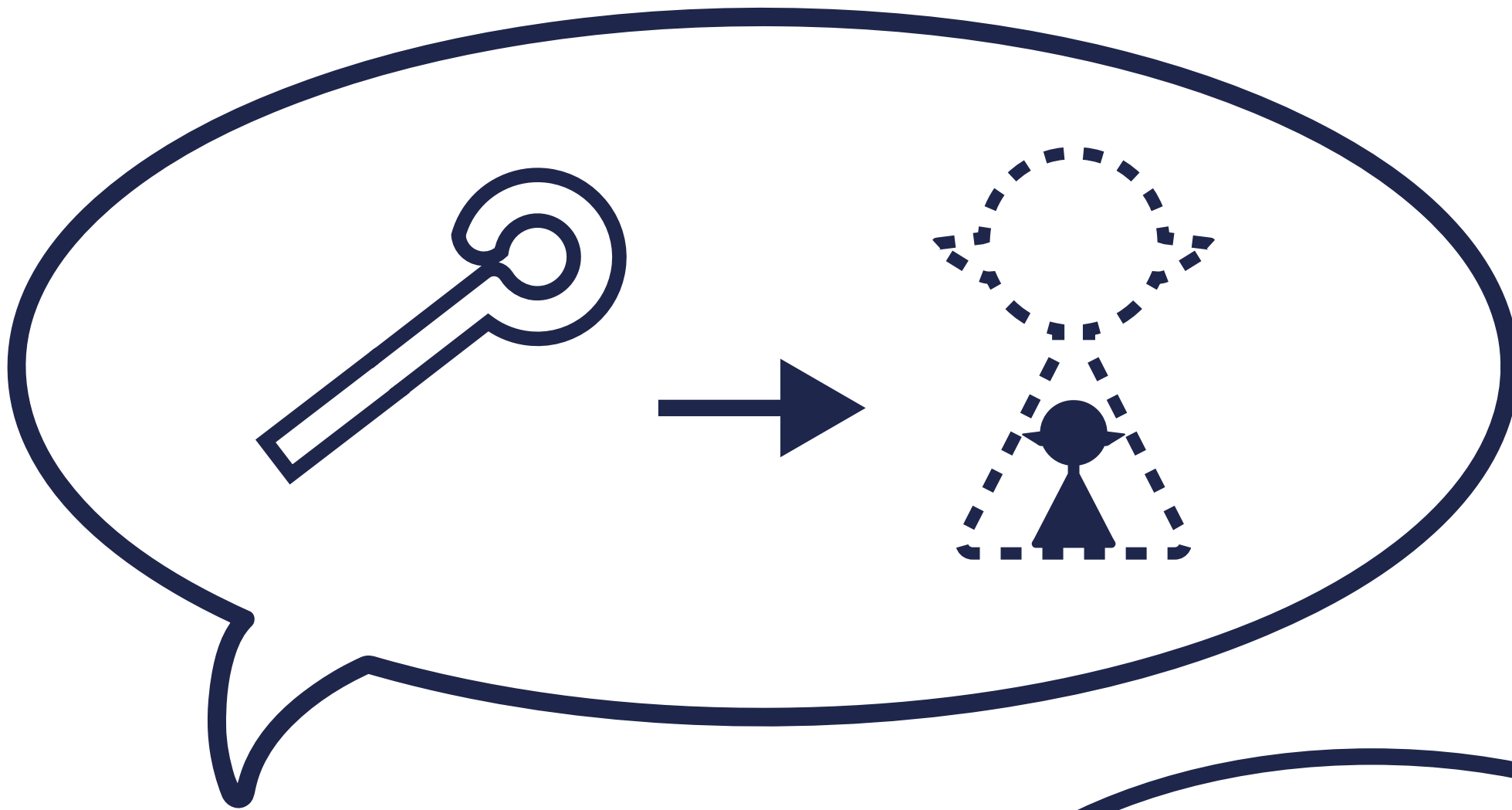


Sometimes the DM might take pity on the players and give them a hand, but luck is not a sustainable strategy.

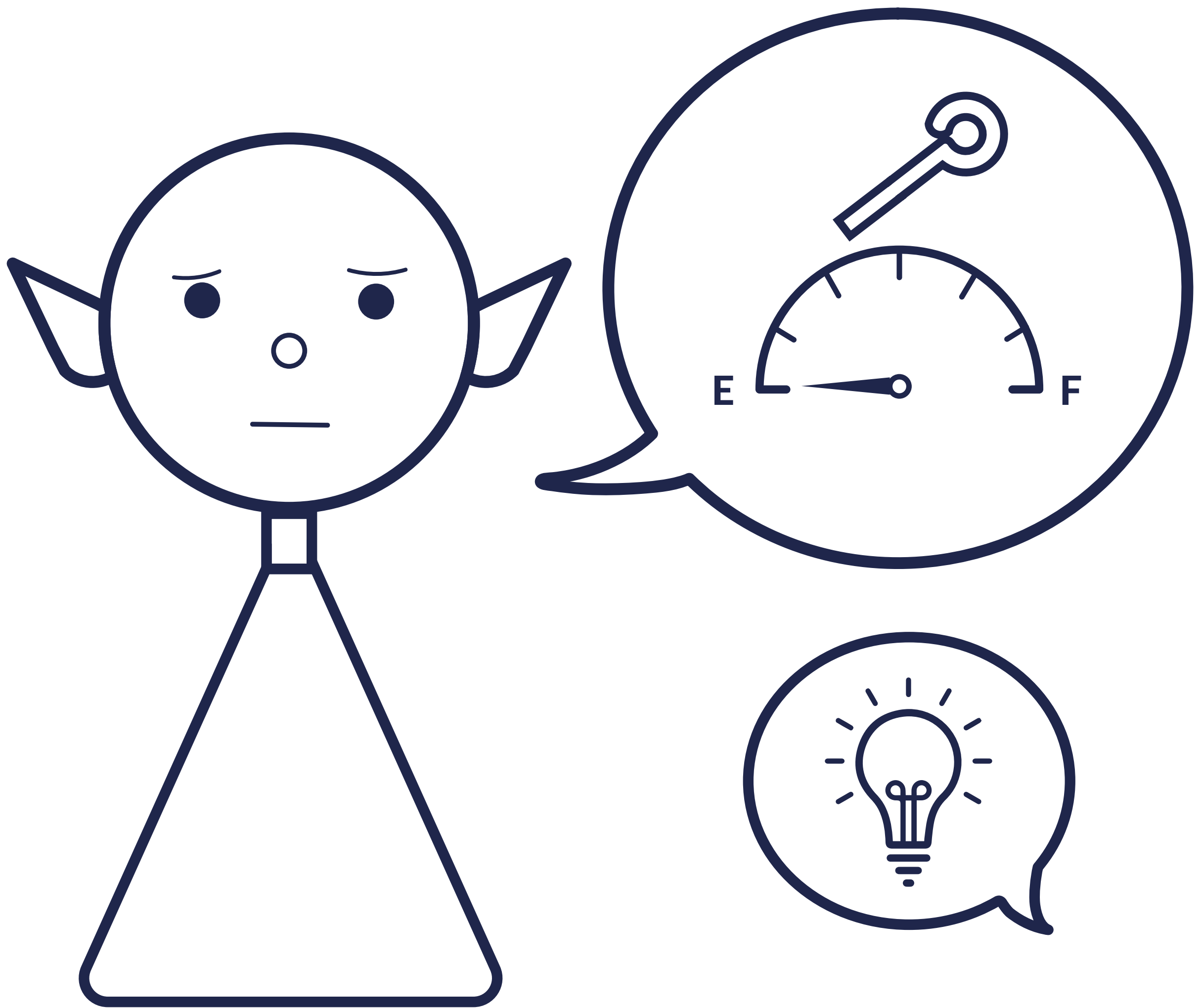




There are different strengths and weaknesses within groups and it's up to the players to figure out how to navigate around them.



This means **everyone**  
needs to pull their  
weight and contribute.



It... doesn't always work out.



But finding something that works is half  
the fun.



Communication is the  
backbone of all good  
teamwork.

Talk to your team and  
together, you will be able  
to identify the skills needed  
to overcome obstacles  
standing in your way.

<https://www.sschan.co.uk/>