



THE
ROOK
ROOM

UNIQUE GAMING
EXPERIENCES & EVENTS

THEROOKROOM.COM

DUNGEONS & DRAGONS

QUICK REFERENCE GUIDE



WHAT IS THE ROOK ROOM?

The Rook Room is the Des Moines area's most exciting board game and puzzle pop-up. Whether you want to play some exciting games, learn something new, or take part in a tournament, we have you covered.

The Rook Room creates unique experiences and events you won't find anywhere else!

GET IN TOUCH

Interested in learning more about our offerings, finding out where we'll pop up next, or just want to geek out over games? Let's connect!

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The Basics

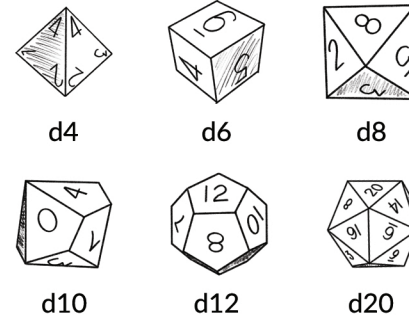
At its core, Dungeons & Dragons is group storytelling. Most adventures consist of a combination of exploration, social interaction, and combat.

The dungeon master helps guide the story by planning and describing characters, events, locations, items, and more.

The players build out the story by describing what their characters do and how they interact with the world the DM has built.

The Dice

Sometimes decisions and actions in the game are left up to fate. That's where the dice come in. Dungeons & Dragons uses the following dice:



If you need to roll a percentage or d100, roll two d10. One die will represent the tens digit, the other the ones digit. Double 0's represents 100.

Rolling the Dice

The three most common roll types are combat, ability checks, and saving throws. All three require a d20.

Roll the d20. Add any modifier based on your ability scores. Add a proficiency bonus, if applicable. Apply any bonuses or penalties. Compare to the target number - DC (Difficulty Class) for abilities and saving throws or AC (Armor Class) for attacks. If it exceeds the target, the roll succeeds. What about ties? **If it meets, it beats!**

Depending on the situation, you may also roll with advantage or disadvantage. This means rolling two d20's. For advantage, use the higher of the two. For disadvantage, use the lower.

Combat

Combat consists of a series of rounds that repeat until combat is resolved. Each round represents about 6 seconds in the game world. All players and characters involved in combat have an opportunity to act during each round. The order in which they act is determined by initiative.

Determining Order

Round order is determined by rolling initiative. Initiative is **d20 + Dex modifier + any other bonuses**

or penalties. Players, NPCs, creatures, and monsters all have initiative. The DM will determine combat order by ranking from highest to lowest.

On Your Turn

During your turn, you can **move and take an action.** How far you move is determined by your speed listed on your character sheet. You can choose whether you'd like to move or take an action first.

When making an attack:

- Pick a target within range.
- The DM will tell you if any modifiers apply based on cover, spells, effects, etc.
- Make an attack roll and add any modifiers. If it meets or beats the target's AC, you hit and roll for damage.

Spells

A number of classes and ancestries have the ability to use spells. Which spells your character has access to is determined by class, ancestry, level, what you have prepared, how many spells you've already cast, and more.

Spell Slots

A spellcaster can only cast a certain number of spells before needing to rest. These are called spell slots and are determined by the character's class and level as noted in the class description. Once all spell slots have been used, the character usually must complete a long rest to recover them.

Cantrips

Some spellcasters can use cantrips. Cantrips can be cast at will and do not have to be prepared in advance and do not take up a spell slot.

Spell Saving Throws

Some spells require the target to making a saving throw to reduce or avoid the effect. If a spell requires a saving throw, it will list the ability the target uses for the check.

Resting & Healing

A **short rest** is at least 1 hour of downtime doing nothing more strenuous than eating or drinking. At the end of short rest, a player can spend 1 or more Hit Dice to regain health.

A **long rest** is at least 8 hours of downtime including at least 6 hours of sleep and no strenuous activity. At the end of a long rest, a player gains all lost hit points. If a long rest is interrupted, it must start over to regain lost hit points.

Falling Unconscious

If damage reduces you to 0 hit points you fall unconscious. Unconsciousness ends if you regain any hit points.

Glossary

Dungeon Master (DM) - storybuilder and rulemaster, keeps the story going.

Non-Playable Character (NPC) - characters in the world who aren't part of the main party, townsfolk, creatures.

Attributes

Strength - physical power.

Dexterity - agility, coordination.

Constitution - endurance, health.

Intelligence - memory, book smarts.

Wisdom - insight, street smarts.

Charisma - personality, cunning.

Alignments

Good - Selfless, altruistic.

Evil - Selfish, destructive, corrupt.

Lawful - Has a moral code, follows the rules.

Chaotic - Doesn't necessarily follow rules, lawless.

Neutral - The middle ground between Good and Evil, Lawful and Chaotic.

Rolls

Critical (Crit) - Rolling a natural 20. Usually does bonus damage or automatically succeeds.

Failure (Botch) - Rolling a natural 1. Usually an automatic miss or failure.



Large empty rectangular area for notes or character details.

TRAITS, BONUSES, NOTES

PERCEPTION

PERCEPTION

SPEED

SPEED

ARMOR CLASS

ARMOR CLASS

HEALTH (MAX)

HEALTH (MAX)

HEALTH (CURRENT)

HEALTH (CURRENT)

ALIGNMENT

ALIGNMENT

CLASS

CLASS

ANCESTRY

ANCESTRY

CHARACTER NAME

CHARACTER NAME

PLAYER NAME

PLAYER NAME

CHARACTER INFORMATION

OPTIONS ON YOUR TURN

You have a variety of options during combat in Dungeons & Dragons. Here are a few of the most common choices.

ATTACK

Make one melee or ranged attack.



CAST A SPELL

If your character has access to spells, refer to spell sheet and follow casting rules.



DASH

Take extra movement on your turn equal to your speed.



DISENGAGE

Prevent an enemy from getting an opportunity attack for the rest of the turn.



DODGE

Enemies attack with disadvantage, DEX saving throws have advantage for turn.



GRAPPLE

Roll a STR check against enemy's STR or DEX to put in grapple condition.



HELP

Aid an ally to give advantage on an ability check or attack.



HIDE

Make a Stealth (DEX) check following the rules of hiding.



IMPROVISE

Get creative and make something up. Describe in detail to your DM.



READY

Prepare an action or spell predetermined by a specified trigger.



SEARCH

Use your action to search for something using WIS or INT ability check.



SHOVE

Pushes target 5 feet on successful STR check against target's STR or DEX.



USE AN OBJECT

Interact with an object that requires an action to use it.



CHARACTER INFORMATION

CHARACTER NAME	ANCESTRY	CLASS
PLAYER NAME	ALIGNMENT	BACKGROUND

STR	DEX	CON	INT	WIS	CHA	PROF	PERC	INIT	ARMOR

SAVING THROWS

<input type="radio"/> STR		<input type="radio"/> INT	
<input type="radio"/> DEX		<input type="radio"/> WIS	
<input type="radio"/> CON		<input type="radio"/> CHA	

HEALTH

CURRENT	/	MAX	+	TEMP	HIT DICE

DEATH SAVES

SUCCESS

FAILURE

INSP

SKILLS

- ACROBATICS [DEX]
- ANIMAL HANDLING [WIS]
- ARCANA [INT]
- ATHLETICS [STR]
- DECEPTION [CHA]
- HISTORY [INT]
- INSIGHT [WIS]
- INTIMIDATION [CHA]
- INVESTIGATION [INT]
- MEDICINE [WIS]
- NATURE [INT]
- PERCEPTION [WIS]
- PERFORMANCE [CHA]
- PERSUASION [CHA]
- RELIGION [INT]
- SLEIGHT OF HAND [DEX]
- STEALTH [DEX]
- SURVIVAL [WIS]

COMBAT

NAME	RANGE	DC	DAMAGE

ARMOR & EQUIPMENT

NAME	AC

CP SP EP GP PP

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

SABOTAGE

FOR WHEN YOU'RE HERE TO WIN BY SCREWING OVER THE COMPETITION, NOT TO MAKE FRIENDS.

YOU CAN EARN THIS SABOTAGE DURING THE COMPETITION BY FULLY COMPLETING THE EDGE OF THE PUZZLE.

ONCE YOU COMPLETE THE EDGE, SELECT A TEAM TO USE IT AGAINST AND RAISE YOUR HAND TO SIGNAL A JUDGE.

ENJOY THE CHAOS.



GOING TOPLESS

LIKE THAT ONE NEIGHBOR WHO INSISTS ON MOWING THE LAWN WITHOUT A SHIRT, SHOWING OFF HIS WELL-EARNED BEER BELLY FOR THE WHOLE WORLD TO SEE...SOMEONE'S ABOUT TO GO TOPLESS.

HOPEFULLY YOUR COMPETITION HAS A PHOTOGRAPHIC MEMORY BECAUSE YOU CAN USE THIS GEM TO STEAL THEIR BOX TOP.



THE MIXER

IS THAT A PILE OF EDGE PIECES? IT'D BE A SHAME IF SOMEONE...MIXED THOSE UP.

LIKE A PUZZLE-HATING TORNADO, USE THIS SABOTAGE TO WHIP A PATH OF DESTRUCTION THROUGH ANOTHER TEAM'S PERFECTLY ORGANIZED PIECES.



THE MISSING LINK

WTF! I'VE CHECKED EVERY PIECE TWICE BUT CAN'T FIND WHAT FITS HERE!

SNAG 15 OF YOUR COMPETITION'S PRIZED PUZZLE PIECES AND MAKE THEM MORE DIFFICULT TO FIND THAN THE MISSING LINK. ENJOY WATCHING THEM SEARCH ENDLESSLY FOR A PIECE THAT ISN'T EVEN THERE.

BOARD GAME LIBRARY HOURS DRINK MENU

Mrs. Peacock

Gin, Blackberries, Simple Syrup

\$9

Sheep for Wheat

Four Roses, Lemon Juice, Honey Simple Syrup

\$9

Triple Word Score

Vodka, Lemonade, Rose Water

\$9

St. James Place

Margarita with an Orange Blossom Floral Twist

\$9

