

A blue dragon with orange eyes and spiky scales stands on a rocky mountain peak. The dragon's wings are spread, and the background shows a misty mountain range under a cloudy sky.

THE BOOK OF DICE

THE OBJECTS, THE MATHS, THE LANGUAGE, AND THE MADNESS

RPGCREATOR.NET

Everything about the dice on your table – where their shapes come from, how to speak about them, how to roll them well, and why we cannot stop.

WHY D&D (AND DICE) FEEL GOOD — IN ONE BREATH

Dice inject uncertainty; uncertainty creates stakes; stakes invite teamwork, laughter, and legends. Rolling your own d20 adds agency — even when it's luck — so wins feel earned and fails become story fuel. The ritual (shake, drop, reveal) focuses attention, bonds the table, and turns chance into meaning.



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THE FIGHT



The ancient, stone floor of the cavern rumbled under the weighted clawed footsteps of the great red dragon, Ignis. Molten scales gleamed in the dim light of the ancient torches, and a low growl resonated, deep and terrifying, through the chamber. This was not a mindless beast. Its large, reptilian eyes, shimmering with age and dark intelligence, were fixed with unnerving intensity upon the diverse adventuring party arrayed before it.

Foremost, in her gleaming, segmented plate armor, was Anya, the Paladin. A massive broadsword rested lightly in one armored fist, her shield emblazoned with the symbol of Bahamut—a platinum dragon—raised high. Her golden hair was braided tight against her head, a stern resolve in her eyes. “Hold position!” she commanded, her voice cutting through the heavy air. “He’s just sizing us up. This isn’t just about strength.”

Borin, the dwarven fighter, rumbled from behind her shield, his massive, twin-headed battle axe resting on his shoulder. His braided beard, thick and copper-red, seemed to vibrate with his anticipation. “Size matters, lass, and this one is the biggest I’ve ever seen! My axe is hungry for dragon-scale!”

Elara, the slender elven ranger, was already nocking an arrow, her fingers moving with the swift precision of a veteran archer. Her longbow was carved with delicate, swirling leaf patterns, and her cloak of dappled greens and browns made her almost invisible against the cave’s shadows. “I can hit the weak spot under its wing, Anya,” she murmured, “but we need it to move.”

And finally, behind them all, shrouded in a deep blue robe adorned with arcane symbols, stood Malakai, the human sorcerer. He didn’t carry a physical weapon, but his eyes glowed with an unsettling internal blue light, and intricate, pulsating runes were already forming

around his fingers, crackling with raw, stored magical energy. He was already preparing a spell, his hands performing complex, ancient gestures, weaving a shimmering blue shield of force around them. “Let me weaken it, then you can charge,” he suggested, his voice a low hiss, laden with mystical power.

As they braced for the dragon’s next move, a fifth figure, not immediately obvious, emerged from the smoky shadows to the side. It was a Tiefling, with ruby-red skin and long, curling black horns. Kaelen, the rogue, was clad in dark, supple leather armor that swallowed the torchlight, and he held two razor-sharp daggers. He had seen something, a flaw in the massive beast’s posture, a tiny vulnerability. He didn’t say a word, he just moved.

As if sensing the shift in battle’s tide, the great red dragon took a deep breath, and its mighty chest swelled. Then, with a deafening, guttural roar, it let loose.

A colossal, blazing cascade of fire and molten energy erupted from its massive, fanged maw. The cavern was instantly bathed in a searing, terrifying orange-and-yellow light. The sheer heat was overwhelming. Malakai’s shimmering magical barrier absorbed the initial impact, a faint blue shimmering field rippling under the immense thermal onslaught. Anya took a step back, her shield bearing the brunt of the fiery blast, the air shimmering in front of it with intense heat. Borin just hunkered down, a determined glint in his eye, though his copper beard was now singed. Elara, quick as a ghost, had already ducked behind a massive stalagmite, her bow lowered. Kaelen, the rogue, used the sudden flash and fire to vanish completely, reappearing behind the dragon’s blind side, his eyes on that tiny gap in the scaled hide.

“It’s a distraction!” Anya shouted, her words barely audible over the roaring fire and the dragon’s bellows. “He wants us to think he’s only going to use the fire! Elara, get in close! Malakai, we need to stagger him, NOW!”

With that command, the true battle began. This wouldn’t be won by brute force alone, or by just hiding from the flames. The dragon, ancient and clever, was using its most terrifying weapon to test their metal. They had to be faster, smarter, and above all, they had to work together. The ancient stones of the cave, so long silent, were now witnesses to a new saga, written in blood, fire, and determination.

THE PARTY

DRAMATIS PERSONAE

The five who fought the dragon in the cavern are the same five who carry this book. You will meet them again at the top of every part — not as rules, but as people who live inside them.

- **Anya**, the paladin. Rolls in the open, always. Says a hidden roll is a lie you tell yourself.
- **Borin**, the dwarven fighter. Owns four hundred dice and trusts eleven.
- **Elara**, the elven ranger. Reads a die the way she reads a trail.
- **Malakai**, the sorcerer. Has done the maths, and does it anyway.
- **Kaelen**, the rogue. Keeps one die in a pocket no one is allowed to touch.

COMPLETE BEGINNER'S GUIDE TO D&D: YOUR JOURNEY STARTS HERE

WELCOME TO THE WONDERFUL WORLD OF Dungeons & Dragons! If you've been curious about D&D but didn't know where to start, you're in the right place. This comprehensive guide will take you from complete beginner to ready-to-play in no time.

WHAT IS DUNGEONS & DRAGONS?

D&D is a collaborative storytelling game where players create fictional characters and go on adventures guided by a Dungeon Master (DM). Think of it as improvised interactive fiction where the story unfolds based on your choices and dice rolls.

KEY ELEMENTS:

- **Imagination:** The heart of the game
- **Dice:** Add excitement and unpredictability
- **Character Sheets:** Track your character's abilities
- **Rulebooks:** Provide structure and options
- **Friends:** Make the experience memorable

WHAT YOU NEED TO GET STARTED

ESSENTIAL ITEMS:

1. **Player's Handbook** (or access to basic rules online)
2. **A set of dice** (or digital dice roller)
3. **Character sheet** (physical or digital)
4. **Pencil and paper** for notes
5. **A group to play with** (3-6 people including DM)

NICE-TO-HAVE ITEMS:

- Miniatures for your character
- Battle mat for tactical combat
- Additional dice for convenience
- Snacks for the table!

UNDERSTANDING THE BASICS

THE THREE CORE MECHANICS:

1. Ability Checks

- Roll a d20, add your ability modifier
- Meet or beat the Difficulty Class (DC)
- Used for climbing, sneaking, persuading, etc.

2. Attack Rolls

- Roll a d20, add attack bonus
- Meet or beat the target's Armor Class (AC)
- Determines if your attack hits

3. Saving Throws

- Roll a d20, add relevant modifier
- Resist harmful effects like spells or traps
- Each character has six different saving throws

THE SIX ABILITIES:

- **Strength (STR):** Physical power and athleticism
- **Dexterity (DEX):** Agility, reflexes, and balance
- **Constitution (CON):** Health and stamina
- **Intelligence (INT):** Reasoning and memory
- **Wisdom (WIS):** Perception and insight
- **Charisma (CHA):** Force of personality and leadership

CREATING YOUR FIRST CHARACTER

STEP 1: CHOOSE A RACE

Your character's ancestry affects their abilities and traits.

Popular Beginner Choices:

- **Human:** Versatile and straightforward
- **Elf:** Graceful and magical
- **Dwarf:** Sturdy and resilient
- **Halfling:** Small but brave

STEP 2: CHOOSE A CLASS

Your character's profession determines their abilities.

Beginner-Friendly Classes:

- **Fighter:** Straightforward combat specialist
- **Rogue:** Sneaky skill expert
- **Cleric:** Healing and support magic
- **Wizard:** Powerful but complex spellcaster

STEP 3: DETERMINE ABILITY SCORES

There are several methods:

Standard Array (Recommended for beginners): 15, 14, 13, 12, 10, 8 - Assign these to your six abilities

Point Buy: Customize with a point budget system

Rolling: Roll 4d6, drop lowest, six times

STEP 4: CALCULATE MODIFIERS

- Ability scores of 10-11 have a +0 modifier
- Each 2-point increase adds +1 to the modifier
- Each 2-point decrease subtracts 1 from the modifier

STEP 5: CHOOSE BACKGROUND

Your character's life before adventuring:

- **Soldier:** Military experience
- **Noble:** High-class upbringing
- **Criminal:** Life of crime
- **Folk Hero:** Local celebrity

STEP 6: FINAL DETAILS

- Name, age, appearance
- Personality traits
- Starting equipment
- Calculate hit points, armor class, etc.

YOUR FIRST SESSION: WHAT TO EXPECT

BEFORE THE GAME:

- Arrive with your completed character sheet
- Bring dice (physical or have digital roller ready)
- Review your character's abilities
- Think about your character's personality

DURING THE GAME:

1. **Listen actively** to the DM's descriptions
2. **Ask questions** when unsure
3. **Describe your actions** in detail
4. **Roll dice** when the DM asks
5. **Take notes** to remember important information
6. **Have fun** and don't worry about mistakes!

COMMON FIRST-SESSION ACTIVITIES:

- Character introductions
- Simple skill checks
- Basic combat encounter
- Exploration and puzzle-solving
- Role-playing interactions

ESSENTIAL ETIQUETTE

Do:

- **Respect others'** spotlight time
- **Stay engaged** when not your turn
- **Ask for help** when confused
- **Describe your actions** creatively
- **Work as a team**

DON'T:

- **Hog the spotlight** constantly
- **Check your phone** during the game
- **Argue with the DM** excessively
- **Make decisions** for other players
- **Be mean** to other characters (unless agreed upon)

UNDERSTANDING COMBAT

Combat in D&D follows a structured turn order:

INITIATIVE:

1. Roll a d20 + Dexterity modifier
2. DM orders everyone from highest to lowest
3. Take turns in initiative order

ON YOUR TURN (IN ANY ORDER):

- **Move** up to your speed
- **Take an Action** (attack, cast spell, dash, etc.)
- **Bonus Action** (if you have abilities that use it)
- **Interact** with objects (open doors, draw weapons)

BASIC COMBAT ACTIONS:

- **Attack:** Roll to hit, then roll damage
- **Dodge:** Attacks against you have disadvantage
- **Help:** Give an ally advantage on their next roll
- **Hide:** Attempt to become unseen

MAGIC BASICS (FOR SPELLCASTERS)

KEY CONCEPTS:

- **Spell Slots:** Limited uses per day
- **Cantrips:** Unlimited use, low-power spells
- **Spell Save DC:** Target's saving throw difficulty
- **Concentration:** Some spells require ongoing focus

BEGINNER TIPS:

- Start with simple, useful spells
- Save powerful spells for important moments
- Cantrips are your bread and butter
- Read spell descriptions carefully

COMMON BEGINNER MISTAKES (AND HOW TO AVOID THEM)

CHARACTER CREATION:

- **Mistake:** Ignoring Constitution
- **Solution:** Always give Constitution a decent score (13+)

COMBAT:

- **Mistake:** Forgetting about movement
- **Solution:** Position matters! Use your movement wisely

ROLE-PLAYING:

- **Mistake:** Not speaking up
- **Solution:** You can't fail at role-playing, just try!

RULES:

- **Mistake:** Getting paralyzed by rules complexity
- **Solution:** Learn as you play, don't memorize everything first

FINDING YOUR GROUP

OPTIONS FOR NEW PLAYERS:

Local Game Stores:

- Many run beginner sessions
- Great way to meet local players
- Often have scheduled game nights

Online Platforms:

- Roll20, Fantasy Grounds for virtual tabletops
- Discord servers for finding groups
- Reddit communities like r/lfg

Friends and Family:

- Convince them to try it with you!
- Everyone learns together
- Most comfortable environment

Organized Play:

- Adventurers League (official D&D program)
- Structured, drop-in games
- Great for beginners

DIGITAL TOOLS AND RESOURCES

ESSENTIAL WEBSITES:

- **D&D Beyond:** Character creation and management
- **DiceRoller DnD:** Digital dice with 3D physics
- **Kobold Fight Club:** Encounter builder
- **Donjon:** Random generators for everything

MOBILE APPS:

- **D&D Beyond:** Official character sheet app
- **5th Edition Spellbook:** Quick spell reference
- **Game Master 5e:** DM tools and references

BUILDING YOUR CHARACTER'S STORY

ASK YOURSELF:

- Where does your character come from?
- What motivated them to become an adventurer?
- What are their goals and fears?
- How do they relate to the other party members?
- What would they do in difficult situations?

START SIMPLE:

- You don't need a novel-length backstory
- Focus on a few key traits and motivations
- Let your character develop during play
- Collaborate with your DM on background details

SESSION ZERO: SETTING EXPECTATIONS

Many groups hold a "Session Zero" before starting:

TOPICS TO DISCUSS:

- What kind of campaign do you want?
- Content limits and safety tools
- Schedule and commitment level
- House rules and character creation method
- Group dynamics and expectations

THE MAGIC OF D&D

What makes D&D special isn't the rules or the dice – it's the shared storytelling experience. You'll create memories, solve problems creatively, and develop friendships that extend far beyond the game table.

Every character death, heroic moment, and ridiculous plan gone wrong becomes part of your group's legend. The best D&D moments aren't planned – they emerge from the interaction between player creativity and dice randomness.

READY TO BEGIN YOUR ADVENTURE

D&D might seem overwhelming at first, but remember: every experienced player was once exactly where you are now. The learning curve is part of the fun, and the D&D community is incredibly welcoming to new players.

Don't worry about doing everything "right" – focus on having fun, being creative, and supporting your fellow players. The rules will become second nature with time, but the joy of collaborative storytelling is immediate.

Your first character might not be optimized, your first roll might be a natural 1, and you might forget half your abilities – and that's perfectly okay! These experiences are all part of your D&D journey.

NEXT STEPS

1. **Find a group** or convince friends to start one
2. **Read the basic rules** (available free online)
3. **Create your first character** using the guidelines above
4. **Gather your dice** (physical or digital)
5. **Prepare for adventure!**

Welcome to the community, new adventurer. May your dice roll high and your stories become legendary!

Need dice for your first adventure? Try our [3D Dice Roller](#) – perfect for new players learning the game!



PART I THE OBJECT

Where the shapes come from, and why only these.

THE DICE

ELARA TURNED THE DIE OVER ONCE IN HER PALM before she threw it. Twenty faces, each the mirror of the last — she had checked, the night she bought it, rolling it three hundred times by candlelight while Borin snored. A trail doesn't lie about which way the deer went; a fair die doesn't lie about which way the fight goes. She trusted both for the same reason: nothing about them was hidden.

"You're stalling," said Malakai.

"I'm respecting it," she said, and let it go.

Dice are written in **dX** notation, where **d** means *die* and **X** is the number of sides. Nine shapes cover almost every game ever printed. Here they are, smallest to largest, with the job each one actually does.

D2

THE COIN OF DESTINY

This "die" is more a philosophical debate than a physical object. Technically two-sided, but any coin from your pouch will do the same work. Heads or tails, life or death — flip it and let fate, or your rogue's questionable morals, decide.



D3

THE FORGOTTEN ROLLER

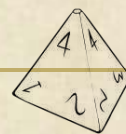
A chonky cylinder with three flat faces, and the odd duck of the dice world. Rarely seen in the wild; most adventurers roll a d6 and halve it, because maths is the real magic. If you ever spot one, roll it quickly before it vanishes back into legend.



D4

THE ROGUE'S CALTROP

The dreaded d4: equal parts dice and foot trap. This little tetrahedron is tiny, but it packs a punch — especially when stepped on at two in the morning. Essential for daggers, magic missiles, and painful late-night surprises.



D6

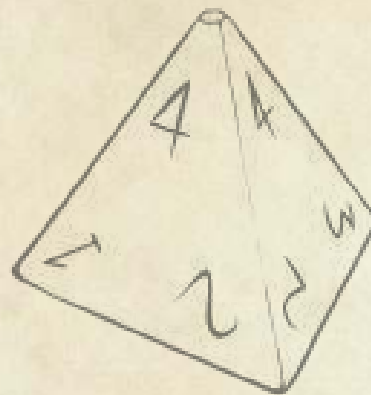
THE OLD RELIABLE

The noble cube. Used by gamblers, kings and kobolds alike, the d6 is the Swiss Army knife of dice. Whether you are slinging a firebolt or backstabbing with a short sword, this classic never goes out of style. Simple, elegant, and dangerous in multiples.



READING THE NOTATION

2d6 means roll two six-sided dice and add them. The number in front is how many; the number after the **d** is how many sides. No number in front means one.



THE SMALL DICE

D8

DOUBLE PYRAMIDS, DOUBLE TROUBLE



This eight-sided stinger looks like two d4s smooched base to base. Usually reserved for weapons that really hurt — longswords, battleaxes — and for the hit dice of about half the classes in the game.

D10

THE DECA-DUELIST



Ten sharp faces of probability. Often working in pairs to produce percentages, the d10 is the bard of the dice set: stylish, versatile, and occasionally confusing. Comes standard with your kit, but might sneak off to join a circus if you are not paying attention.

D12

THE FORGOTTEN CHAMPION



Twelve sides of underused glory. It rolls like a dream, it feels wonderful in the hand, and it somehow still gets picked last at the initiative lineup. Do not sleep on the d12: it fuels the greataxe, and it is the barbarian's best friend after rage and meat.

D20



THE CHOSEN ONE

The legendary icosahedron. Twenty faces, one fate. Whether you are critting like a god or failing a persuasion check so badly you get thrown out of the same tavern twice, the d20 is the heartbeat of every session. All hail the natural 20, and curse the dreaded 1.

D100



THE ORB OF UNCERTAINTY

Behold the Zocchihedron: a glorified gumball with a hundred tiny numbers. It is a bit dramatic, and yes, it rolls for days, but when you need a random result from the multiverse, nothing else will do. Most mortals use two d10s and call it a day — rolling this beast is an act of divine chaos.

ROLL ANY OF THEM

Every die on these pages is on the roller at dnddice.com — type the notation, or tap the die, and it shows you each result as it lands rather than only the total.