



## **A Dungeons & Dragons Glossary**

by Sam Heidelberg and Jessica Sager, Dramaturgs  
for *She Kills Monsters: Virtual Realms*

### **Beholder**

Lots of eyes, lots of teeth, and did I mention the eyes have deadly powers? A beholder always has an eye (or three) on its enemies, so you better watch out!

### **Barbarian**

Barbarians come in many shapes and sizes, but they are all driven by pure rage. This tough class is built for battle and survival in even the harshest conditions.

### **Bard**

A bard's power is in their words and music, not their brawn. Still, we shouldn't underestimate the bards, especially since they *can* wield magic.

### **Boss**

Bosses are opponents who show up at major turning points in long campaigns. In one-shot campaigns, the boss is the final villain the adventurers fight!

### **Campaign**

One D&D game, with the same players and DMs, over one or a series of adventures. Each meeting adds onto the existing story. Campaigns can last a few weeks to a year (anything with only one meeting is a one-shot). Think of them as the biggest unit of D&D.

### **Chromatic dragons**

Chromatic dragons are the evil, treasure-hoarding dragons of D&D, whereas the Metallic dragons are good. Chromatic dragons are black, blue, white, green, or red. Tiamat is their goddess and queen.

### **Class**

A character's class affects their skills, abilities, and starting supplies. Class often implies certain jobs, views, and disposition. Examples of class include bards, monks, and wizards.

## **Critical Hits**

Players have a 5% chance of scoring a critical hit, or 20, each time the d20 is rolled. When a player scores a critical hit, they get to roll extra dice, causing even greater damage to their opponent!

## **Dark Elf/Drow**

Dark elves, or drows, were banished to the underworld, where they built an empire. Described as “neutral evil” in traditional D&D, the dark elves in Tilly’s world have more agency.

## **Demon Class**

Demon Queens, Kings, and Overlords are all homebrew playable classes. They can also exist as enemies and are part of D&D lore! Each demon has unique abilities; their titles are self-proclaimed since demons have no official hierarchy.

## **Dice Rolls**

Want to do something in D&D? Roll the dice and then add or subtract your modifiers (modifiers can be from class, race, or other effects).

## **Dungeon Master (DM) or Game Master (GM)**

The person who is leading the game. They often do work beforehand to create the world and NPCs (non-player characters) or work from a book. The DM helps to guide the game in literal content and in tone/experience. Always thank your DM! They work hard!

## **Elves**

Elves are often aloof and can seem unemotional. Because of their long lifespan, they are bored of the day-to-day life of humans and have limited contact with them. This isn’t a lack of care; they just see the bigger picture, which makes them more amused than invested. Elves do love exploring and adventuring, but they have all the time in the world to do it.

## **Entry Level Skills/Power Designations**

Entry level skills are the skills a character starts out with! Power Designations isn’t an official D&D term, but it seems to indicate what classes/powers are allowed in Tilly’s module.

## **Experience Points (XP)**

Gained throughout the D&D campaign, experience points allow players to gain levels, giving their characters greater abilities and awesome new skills.

## **Five Editions**

Every so often D&D's rules and systems are updated. This results in a new edition with its own set of core rulebooks. There is also a 3.5 edition which remains one of the most popular today!

## **Forest Faerie**

Forest faeries are attuned to nature (they can even talk to animals) and fiercely protective of their homes. While the world of faeries is beautiful, it is also perilous, especially for bumbling mortals!

## **Homespun Module/Homebrew Content**

When a DM wants to add original content to D&D, they can create homemade content. This can include new worlds, weapons, classes, or systems. Any content that's not found in an officially printed book is considered homebrew. Anything that can be imagined can be created, tweaked, and then endlessly debated and enjoyed by nerds everywhere!

## **Levels**

Players start at level 1 and level up based mostly on the DM's choices. There are two main leveling systems, XP (experience points) and time. With XP based leveling you are awarded points for winning fights, solving puzzles, and completing quests. With time based leveling you might add a level for every time you play or level up between major plot points.

## **Mage**

Mages spend their lives in the study and practice of magic. Good-aligned mages offer counsel to nobles and others in power, while evil mages dwell in isolated sites to perform unspeakable experiments without interference.

## **Massive Multiplayer Online RPGs**

Online video games with role-playing elements. You control a character and there is often a chat function to communicate with other players. The most famous is *World of Warcraft*!

## **Paladin**

Paladins are knight-like characters. They fight on the front lines and are honest and good almost to a fault. Paladins will follow their code, oath, or path almost without exception. They *cannot*, as Tilly reminds us, shoot magic missiles!

## **Race**

Humans. Elves. Orcs. Each of these is a different race in D&D. Players get to choose their character's race as well as class. Sadly, the game's presentation of different races sometimes mirrors real-world stereotypes. Players have discussed this issue for years, and the publishers recently announced plans to address D&D's troubling portrayals of characters such as orcs and dark elves.

## **Shape-shifter/Doppelganger**

Shape shifters can become anything they want while Doppelgangers can only copy other living organisms.

## **Staff of Suh**

This one is a Tilly original! This magical staff is found in Orcus' cave and coveted by the Great Mage Steve.

## **Succubus**

A succubus (plural succubi) is a beautiful fiend who tempts vulnerable humans, corrupting souls and then killing the humans they belong to.

## **Tiamat**

The queen and patron goddess of the evil chromatic dragons, Tiamat has five heads that all work together to achieve her goals. Each head is a different color, matching a different type of chromatic dragon.



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