

Midbar Quest Jewish Dungeons and Dragons

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SUMMARY: In this session participants will learn how to play Midbar Quest.

GOALS:

- Participants will gain the skills and information needed to bring the Midbar Quest game back to their camps and play it.

AUDIENCE: Any age, Any size

TIMING: 75

MATERIALS: Printouts of character sheets

SET-UP: Indoor – Can play on the floor or could play on multiple tables (5 ppl per table)

SESSION TIMELINE

- 00:00-00:10 – Describe DnD
- 00:10-00:25 – Describe Midbar Quest
- 00:25-00:30 – Prep game play
- 00:30-00:70 – Play Midbar Quest
- 00:70-00:75 – Feedback

SESSION OUTLINE

00:00-00:10 – Describe DnD

The session leader will introduce themselves and their personal connection with Dungeons and Dragons and my journey with Midbar Quest. They will explain the basics of how DnD works:

- Character development
- Dungeon Master/Magid
- Dice rolling, chance and modifiers

00:10-00:25 – Describe Midbar Quest

Describe Midbar Quest: Here the session leader will discuss the unique features of Midbar quest. Midbar quest takes place in the 40 years that the Israelites were journeying from Egypt to Israel. There is so much that happened between the scenes described in the Torah! A Jew is supposed to imagine that they themselves left Egypt. Midbar quest helps us to experience this.

- Go over the Midbar Quest character sheet and character classes
- Go over Kavanah bonuses
- Go over the tribal bonuses
- Go over the MQ spells and pull spells from the *chumash!*

00:25-00:30 – Prep game play

Break the class into groups of 5.

Assign a Magid. Give the Magid a pre-made scenario and info sheet and dice!

Hand out pre-made character sheets to participants. Give them one to two minutes to examine their characters.

00:30-00:70 – Play Midbar Quest

The session leader will recite a scenario to everyone in the room. After they have announced the scenario, the leader will hand the game over to the maggidim/story tellers at each table/group of 5.

The participants at the table will have to make choices and roll the dice to determine if they succeed or not.

The session leader should walk around and help the tables with game play and any questions that pop up.

00:70-00:75 – Feedback

Participants will debrief and discuss:

- What went well?
- What did they find confusing?

- Do they have any additional ideas for scenarios and campaigns?

BRINGING IT TO YOUR CAMP

Session participants will receive pamphlets with the Midbar quest materials so that this activity can be brought back to their camp. The session can be adapted to make it relevant to each camp, bringing in specific elements that will further engage campers around their own camp environment.