Dnd class plan:
Concept: Welcome to the Rising Tides, a beach side city home to pirates, generals, and a love of the sea. Recently, rumors have spread about The Gem of the Sea, an artifact that is rumored to give its wielder complete domination over the waves. Two famed pirate captains, Captain Tidetamer of the Golden Isles and Captain Wavebreaker of the Silver Isles, are searching for a crew to find this treasure and rule the seas. You are that crew.

Class One: Setup

- Teach D&D
- Introduce Captain Tidetamer and Wavebreaker(Diane)
- Let them choose between Captains(this makes our groups)
- Come up with the Pirate crews
    - Choose names
    - Choose symbols
    - Choose motivation
- Decide what type of character they want to become
- Homework: Make D&D Beyond account

Class Two: Characters

- Intro D&D Beyond
- Create characters(Race, Class, Abilties,etc.
- The Captains meet their crew
- Homework: Write a brief backstory about your character. We will expand on this in a later class.

Class Three: First Combat

- The Captains take the crew over to two different camps of monsters who each have info about the gem
- Guide through combat
- Give them different info
    - Group One: The Gem is located on an isolated island
    - Group Two: The Gem is said to be guarded by a monster
- Level up here
- Homework: How did your character feel about being in combat?

Class Four: Roleplay

- Start with scenarios and exercises
- The Captains send the crew to barter for a ship
- The quality of their ship depends on their roleplay
    - Mention the Captains name helps
- Homework: Learning about your other party members, how do you feel about them? Can you see yourself being a good team with them?

Class Five:

- Lady Oceania, the only noble on the Rising Tides invites each captain and crew to her home, claiming to have info about the Gem of the Sea
- She is murdered, mystery ensues
- The killer is Captain Goldtooth, who is swiftly arrested

- Each group learns one thing:
    - A symbol that ties to a cult
    - A scrap of paper that looks like a map
- Level up here
- Homework: What are your theories about the item your crew received?

Class 6:

- Each group pursues each lead, which leads them to the same dungeon
- Every students skills is taken into account
- A mix of combat and puzzles(essentially an escape room
- Information found
    - A reporter who accidentally saw a ritual
    - A kidnapped person branded with the sign of the cult
- Homework: What was the hardest part of the dungeon for your character? Does your think that your informant will talk?

Class 7

- Each person is tight lipped about what they know
- Only success via roleplay
- What the reported knows
    - The location of the ritual
    - The name of the cult
- What the branded person knows
    - A leader of the cult
    - An attack is being planned soon against the town
- Homework: How are you going to prepare to take on the cult.

Class 8:

- A giant monster starts to attack the town
- The entire combat is to prevent casualties and stop the summoner
- What is learned at the end:
    - There are two leaders of the cult and the summoner is not one of them
    - The location of each of their bases
    - The location of each of their treasures
    - Both of their bases are protected by a magical barrier
- Level up here
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Class 9:

- During downtime, they are approached by another pirate captain(Shatterstar or Silvereye) hunt a monster(each crew designs a monster for the other) for a potion.
- The NPC they help will help them later on

Class 10:

- Since the bases are hidden, each crew needs a map to find them
- Each crew designs each others maps

Class 11:

- Each crew gets to know their captain and the NPC's they've met
- Design each others backstories

Class 12:

- Rumors of two treasure troves found in the isles are spread
- Each crew designs each others treasure
- Note: in that trove
    - An item that points to the gem
    - An item that helps them break the barrier

Class 13:

- The crew plans a scouting mission for their ally crew to tackle, along with one member leading them
- Teach how to DM(they plan each others mission)

Class 14:

- The group runs said scouting mission,along with the leader
- They learn
    - A monster that is guarding the cult leader
    - A puzzle
    - A valuable clue to the gem
    - Valuable treasure inside

Class 15:

- With clues of the dungeon, each group tries to map it
- Design a dungeon

Class 16

- The crew leads the others through the dungeon
- A different leader per floor
- The cult leader is defeated(continue into next class, if possible)
- They know where the last gem is

Classes 17-20

- Journey to the gem and arrive at the same island
- Students collaborate and/or fight depending on role play
- Defeat dragon and claim gem
- End adventure

Rising Tides Lore:

The islands of the Rising Tides have existed for many years. There are 4 main islands: The Golden Isles, The Silver Isles, The Emerald Sands, and The Lapis Lagoon. Each island is home to villages, generals, and pirates who make their fortunes known here. The Rising Tides are all led by the Serpent Council, people of exceptionally great renown who schemed, paid, or killed their way to the top of the ladder. There are four members, each in charge of one main island, and one neutral party, called the SeaLord or Lady, to break stalemates. Throughout the summer, the pirate crews will navigate the politics and world of the tides to make themselves known.

Characters:
Captain WaveForger: A tiefling captain of great renown, WaveForger is the true definition of a pirate. She sails on her ship, The Grand Plunderer, across the land to steal from anyone vile enough to cast her attention. WaveForger then goes back to the isles and shares her profits so they all may benefit. This approach has brought many people and business to her island and elevated her to a member of the Serpent Council. It's been two years since then and council affairs have kept her on the Golden Isles. WaveForger longs to sail again and the discovery of this gem finally gives her that chance(character played by Mrs.Flowers). WaveForger stands out from other pirates as being a master of blades and magic, allowing her to be a jack of all trades.

Captain Tidetamer: The Silver Isles are home to Captain Tidetamer, a mysterious aasimar pirate who surprised everyone on the scene. Her first known action was two years ago, slaughtering a giant kraken that was terrorizing the Ruby Sands. It is said that her ship, The Neptune's Terror, arrived back on the sands covered in deep red blood, which later stained the wooden ship that color. She then hired herself out under Captain Redbeard, the former Council member of the Silver Isles, only to defeat him in a duel and take over his position as leader just last year. The Silver Isles has since become home to gladiator matches that pit pirates and warriors against each other to grow in power and join Tidetamer's crew. She was the first person to discover the rumors of the gem and has intentionally spread rumors, hoping to the other council members to help find that treasure

Captain SilverEye: Captain SilverEye is an elf captain in charge of the Emerald Isles, a land with a more natural and forested environment. Silver Eyes twin brother, GoldTooth, normally sails in his brother's stead as SilverEye is very attached to his home, so when his ship, Nature's Wrath arrives with him on it, you know it is serious. Silver Eye wants to pursue the gem to protect his island.GoldTooth, however, is more selfish, which has caused a bit of a rift between them recently

Captain Shatterstar: Captain Shatterstar is a goliath captain who leads the Ruby Sands. The Sands, in contrast to the other islands, is a set of temples filled with clerics, paladins, and monks who just want to live peacefully. His pursuit of the gem is to destroy it to keep it out of everyone's hands.

Lady Selene: The neutral party on the Serpent Council, Selene was raised on one of the smaller islands called Eclipse Grove. She worked alongside Captain Shatterstar for a while and during a difficult mission, was presumed dead. Three years later, she was found alive and through Shatterstars vouching, became the Serpents Neutral party. How she survived is unclear, but dark rumors surround her still.

Lord Blacknight: An ally of Lady Selene, Lord Blacknight appeared with her the day she was found alive. A blue dragonborn of incredible wit, everything about him is unique. He will later be revealed to be the head of the Harbingers of the True King, the cult that starts this whole plot.

Scanlan: A reporter from outside of the Rising Tides who stumbles onto the Harbingers. A halfling who is a coward to his score.

Bella: A dark elf captured by the cult who lost their memories. She learns that she has uncontrollable magic powers.

Sapphire: A powerful ancient dragon and father of Lord Blacknight, he is the figure by which all Harbringers worship. He seeks the gem to destroy all creation with an endless flood.

Summer Scoreboard:
The two pirate crews are competing against each other. The one crew with the most points at the end of the summer wins.

Points System:

1. At the end each class, earn 10 points
2. Good roleplay: 2 points
3. Good class behavior: 5 points
4. Complete homework assignments on time: 3 points for each student who completes it in their team
5. Level up: 8 points
6. Complete combat: 6 points
7.