

LOOT CRATE MAGAZINE

# LOOT CRATE FANTASY

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## D&D: INTELLIGENCE CHECK

DIY COMIC NOTEBOOK  
CONTEST WINNERS

NO.21

## Dungeons & Dragons: Intelligence Check

The RPG has influenced the tabletop and video game industry -- but it's also worked its way into general pop culture, as well.

### D&D's Elite: Television

Pen Ward  
(**Adventure Time, Bravest Warriors**)  
Dan Harmon  
(**Community**)  
Matt Groening  
(**The Simpsons**)  
David X. Cohen  
(**Futurama**)  
Stephen Colbert  
(**The Colbert Report**)

### Pop Culture

It's logical that a game like **D&D** would influence many of the games that came after it. But perhaps even more impressively, **D&D** influenced its players, who used the storytelling lessons they picked up while dungeon crawling to create worlds, characters and other works of their own. A surprising amount of the pop culture we consume today was created by people who played **D&D** in the past (and some still play today). Sometimes, the influence is barely perceptible, but other times, it's incredibly obvious -- gelatinous cubes appearing in **Adventure Time**, the cast of **Community** playing **Advanced D&D** (twice!), and Gary Gygax himself appearing on **Futurama**.

### D&D's Elite: Movies

Joss Whedon  
(**The Avengers**)  
Vin Diesel (**Riddick**)  
Jon Favreau (**Iron Man**)  
James Franco  
(**Spider-Man**)  
Robin Williams (**Aladdin**)  
Kevin Smith (**Mallrats**)

### Circle of Influence

It is not an exaggeration to say that RPGs of every type and most video games would not exist in the form they do today without **Dungeons & Dragons**. Gary Gygax and Dave Arneson's RPG creation is the ancestor to a wide swath of modern gaming. But **D&D**'s influence goes far beyond games and into the realms of movies and television, too.

### D&D Games on Screen:

**E.T.**  
**Community**  
**Buffy the Vampire Slayer**  
**Freaks & Geeks**  
**That '70s Show**  
**The Venture Bros.**  
**The I.T. Crowd**  
**Futurama: Bender's Game**  
**The Big Bang Theory**

### D&D Mini Timeline:

Debuted in 1974: first run of 1,000 games hand-assembled  
First **D&D** video game, 1982  
Saturday morning cartoon, 1983  
**Dragonlance** novel, 1984  
**Neverwinter Nights** game debuts on AOL, 1991  
Wizards of the Coast acquires **D&D**, 1997  
**Baldur's Gate** released by BioWare, 1998  
**D&D** Movie released, 2000  
**D&D** Online, 2006  
**Neverwinter** MMO, 2013  
40th Anniversary, 2014

### Game Mechanics

So much of what gamers of all classes take for granted in the game world at large owes a debt to **D&D**. It's not just because so many game creators (John Carmack, Richard Garriott, Warren Spector and many programmers, designers, etc.) played the game themselves. **D&D** introduced or popularized many fundamental game mechanics used not just by today's RPGs/MMORPGs, but adventure, fighting, strategy, shooters and more. Hit points, critical hits, levelling up, inventories, gaining abilities and adding points to them and exploring dungeons (OK, that one is pretty obvious but playing any **The Legend of Zelda** game would be sorta dull without it) were solidified as gaming norms thanks to **D&D**.

### Games that Owe a Debt to D&D:

**The Legend of Zelda** series

**World of Warcraft**

**Mass Effect** series

**The Sims** series

**Ultima** series

Every tabletop RPG

Every video game RPG

ALL THE RPGs

