Dice	
D4	low damage weapons, small spell effects, and healing potions.
D6	rolling character stats, damage for smaller weapons and spells
D8	Damage for one-handed weapons and medium-level spells.
D10	Damage for versatile weapons and higher-level spells.
D12	Damage rolls fro large, two-handed weapons like great axes or powerful spells.
D20	most frequently used die, used for attack rolls, ability checks and saving throws. Determines if your action succeeds or fails.
D%	random tables, determining loot, or calculating specific percentage-based chances

Dice are very important in DnD and are used to determine and randomize most things within the campaign.

Playing	
Saving throws	rolls that characters make to resist harmful effects like spells traps or poisons
Battle actions	Usually get an action, bonus action, and movement

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