What is Dungeons & Dragons? (D&D)

- The first commercially available Tabletop Role-Playing Game (RPG)
- (Ideally) 4-6 players
- 1 Dungeon Master (DM)
- No winners
- Players participate first-hand in an ongoing fantasy adventure story.
- Vanquish enemies, solve puzzles, complete quests, etc.
Why should you start a D&D Club at your library?

- It’s probably unlike any other program you offer.
- There has been a resurgence in popularity following the release of 5th Edition.
- It’s complex, but not as hard as you might think.
- Its reach is broad: all ages, backgrounds can come together around one table.
- Are your teens a little shy? Do some struggle in social settings? Let them pretend to be someone else and watch them open up before your eyes.
- Practice a wide range of skills: math, reading, understanding maps, and more.
- EMPOWERMENT.
How D&D Brings People Together

- Diversity and inclusion
- People with different abilities
  - Special needs students
  - Autism
  - At-risk youth
- Storytelling/story building
- Teamwork and collaboration
- Problem solving
- Having a place to meet regularly with others who all enjoy the same thing = making friends!
How to Dungeon
What will you need?

- **Materials:**
  - Dice, character sheets, pencils, scrap paper, maps/playing mats, DM screen, figurines, etc.

- **Books:**
  - [Core Rule Books](#): Player's Handbook, Monster Manual, Dungeon Master's Guide
  - Premade Adventures/Campaigns

- **Snacks!**
Recruitment and Promotion

- Posters in the library and in schools; school announcements
- Facebook events and updates
- Library website and calendar
- Parent, town and/or school newsletters
- Local gaming and comic stores
- Word of mouth; talk to your teens!
- But be careful not to overwhelm yourself!
“Session 0”

● Character Development
  ○ Not just about creating a character; how does your hero fit in this world?
  ○ Develop a persona to use throughout the game; voice acting experience a plus
  ○ See how the character you build will work with the other characters in the game
  ○ Create a backstory for your character; where/why/how/who?

● Stats & Features
  ○ A lot of dice-rolling
  ○ Normally takes about 45 minutes to an hour
  ○ What are your character’s strengths and weaknesses?
Obstacles You Might Face:

- Sound/noise issues
- Location, location, location!
- Party size: 4-6 vs. 8-12
- Age range: Being inclusive without making anyone uncomfortable
- Alpha players and other interpersonal conflict
- Distractions (cell phones, side conversations, etc.)
TRUST YOUR TEENS!

- Let them make most of the decisions.
- Giving them more autonomy will enhance gameplay and fuel storytelling.
- They will run with it! (sometimes in the wrong direction...)
- They may not (and probably won’t) do what you want/expect them to do; that’s ok!
Build Your Own Character
Traditional Character Sheet
Questions?