THERE'S A DRAGON IN THE LIBRARY

Dungeons & Dragons For Libraries & Librarians

Emily Embry, Teen Librarian

BEMIS Public Library

Littleton Library and Museum
What and Why?

• What is D&D?
  • Collaborative storytelling game
  • High fantasy setting
  • Virtual or in-person

• Why is D&D so popular?
  • Created nearly 50 years ago
  • References in pop culture abound
  • “Actual-play” games popular on Twitch
  • Boundless creative play
Taking the Plunge

- Toes In The Water
  - Collection Building

- Going With The Current
  - Facilitating Programs

- Diving In The Deep End
  - Dungeon Mastering

...what are you most interested in?
Collection Building

- Four categories of official books:
  - Core Rule Books
  - Supplemental Rule Books
  - Campaign Guides
  - Adventures

- The Core Rule Books:
  Basic rules and how to play
  - Player's Handbook (978-0-7869-6560-1)
  - Monster Manual (978-0-7869-6561-8)
  - Dungeon Master's Guide (978-0-7869-6562-5)
Collection Building

• Supplemental Rule Books:
  Additional rules to expand on contents from the core rules

  • Volo's Guide to Monsters (978-0-7869-6601-1)
  • Xanathar's Guide to Everything (978-0-7869-6611-0)
  • Mordenkainen's Tome of Foes (978-0-7869-6624-0)
  • Tasha's Cauldron of Everything (978-0-7869-6702-5)
Collection Building

• Campaign Guides

Locations and characters you can use as settings for games

• Sword Coast Adventurer's Guide (978-0-7869-6580-9)
• Guildmasters' Guide to Ravnica (978-0-7869-6659-2)
• Acquisitions Incorporated (978-0-7869-6690-5)
• Eberron: Rising from the Last War (978-0-7869-6689-9)
• Explorer's Guide to Wildemount (978-0-7869-6691-2)
• Mythic Odysseys of Theros (978-0-7869-6701-8)
• Van Richten's Guide to Ravenloft (978-0-7869-6725-4)
Collection Building

- Adventures

Self-contained scenarios with goals, threats, and plot

- Hoard of the Dragon Queen (978-0-7869-6564-9)
- The Rise of Tiamat (978-0-7869-6565-6)
- Princes of the Apocalypse (978-0-7869-6578-6)
- Out of the Abyss (978-0-7869-6581-6)
- Curse of Strahd (978-0-7869-6598-4)
- Storm King’s Thunder (978-0-7869-6600-4)
- Tales from the Yawning Portal (978-0-7869-6609-7)
- Tomb of Annihilation (978-0-7869-6610-3)
- Waterdeep: Dragon Heist (978-0-7869-6625-7)
- Waterdeep: Dungeon of the Mad Mage (978-0-7869-6626-4)
- Ghosts of Saltmarsh (978-0-7869-6675-2)
- Baldur's Gate: Descent Into Avernus (978-0-7869-6676-9)
- Tyranny of Dragons (978-0-7869-6697-4)
- Icewind Dale: Rime of the Frostmaiden (978-0-7869-6698-1)
- Candlekeep Mysteries (978-0-7869-6722-3)
Facilitating Programs

• **Wizards Digital Club Support Program** is offering **free** digital content codes to qualifying educators and club organizers.

• Partner with **The Adventurers League** to run official organized play events.

• Become friends with **local comic and game shops** and encourage them to sponsor or run events.

• Keep an ear out for passionate patrons who want to run or play D&D!
Facilitating Programs

- In Person
  - Tables & Chairs
  - Dice
  - Miniatures
    - Tokens
    - Print outs
  - Snacks
Facilitating Programs

• Virtual
  • Virtual Tabletop Platforms
    • Roll20 (Free - $5 /month)
    • Fantasy Grounds ($40 - $150 /year)
    • Tabletop Simulator ($20)
    • Talespire ($25)

• Digital Communication
  • Zoom, Google Hangouts, Discord, Facebook Messenger, Etc.

• D&D Beyond Virtual Toolkit
What is a Dungeon Master?

- A Dungeon Master (DM) creates and directs the story
- Acts as non-player characters and antagonists
- Makes judgments on rules
- Works together with the players
- You are the storyteller, the arbiter, and the world
Dungeon Mastering

• How to play (the super simplified version)
  • The DM describes the environment
  • Players describe their desired actions
  • The DM narrates the results

• Dice-y situations
  • Roll the dice and add the relevant modifier
  • Apply any bonuses or penalties
  • Compare your result to the target (also known as Difficulty Class, or DC)
Dungeon Mastering

• How long is this gonna take?
  • One-shot
    • Usually lasts 2-4 hours
    • Good for library programs or pickup games
  • Adventure arc
    • Can be played over multiple 2-4 hour sessions
    • Good for monthly clubs and groups
  • Campaign
    • Can go on for years
    • Best with a consistent and dedicated group of players
Dungeon Mastering

• Where to find premade adventures?
  • Campaign Guides and Adventure books
  • Dungeon Master’s Guild
    • PDFs of official and community created adventures and rule books
    • Prices vary, several are free or “Pay What You Want”
  • D&D Beyond
    • Unlock content for use on the D&D Beyond website
      • Subscription allows for sharing of resources in up to 5 campaigns (up from 3 until end of May)
• What makes a good Dungeon Master?
  • Listening
  • Collaborating
  • Improvising
  • “Yes, and...” and “Yes, but...”

• You will not be excellent at first, and that’s okay!
Inspiration

• Learning more
  • GM Tips (Geek & Sundry)
  • Handbooker Helper (Critical Role)
  • Matthew Colville
• Live play examples
  • Critical Role
  • D20 Dames
  • Maze Arcana
Inspiration

• Dungeons & Dragons alternatives:
  • **Mice & Mystics** – boardgame format with D&D flavor
  • **No Thank You Evil** – kid friendly D&D analogue
  • **Pugmire** – Dungeons & Dragons & doggos!

• Further resources
  • **How To Be A Dungeon Master** (Bemis Public Library)
  • **Consent in Gaming** (Monte Cook Games)
  • **The Animated Spellbook** (Zee Bashew)
  • **The Monsters Know What They’re Doing** (Keith Ammann)