



THERE'S A DRAGON IN THE LIBRARY

Dungeons & Dragons For Libraries & Librarians

Emily Embry, Teen Librarian

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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

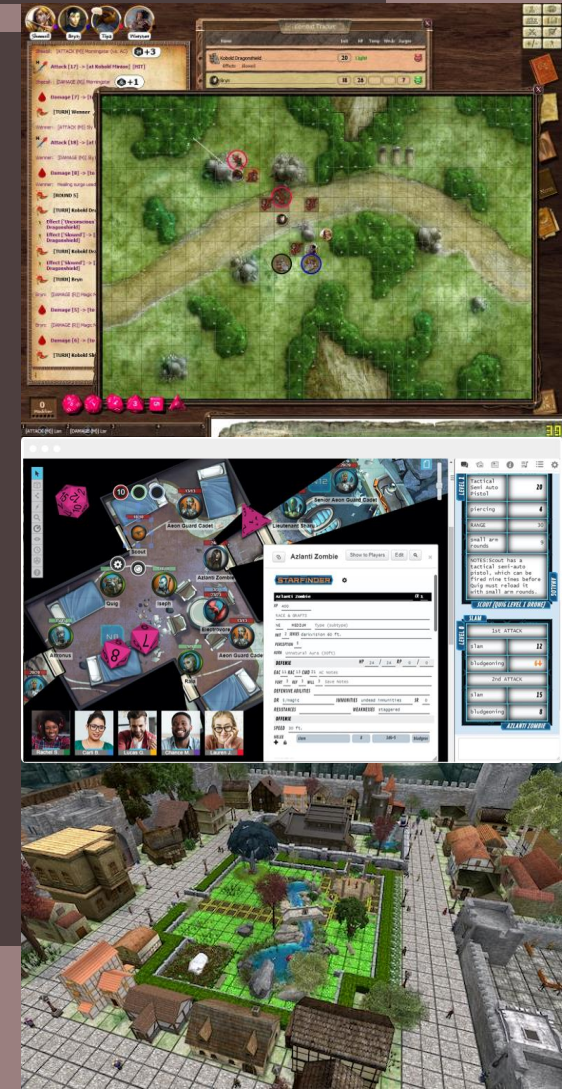


- In Person
 - Tables & Chairs
 - Dice
 - Miniatures
 - Tokens
 - Print outs
 - Snacks



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



Dungeon Mastering

- 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



By E. D. Mead

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)



Dungeon Mastering

- 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!**



Dungeon Master Mercer by [Kerri Aitken](#)

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)



The background features a large, stylized red dragon silhouette on the left, set against a grey background. The dragon is facing right, with its head and front legs visible. The letters 'QQA' are prominently displayed in the center, with a smaller, stylized dragon silhouette integrated into the letter 'Q'.

QQA

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