

AFTERNOON ADVENTURES WITH DUNGEONS & DRAGONS™

How to Host a D&D AFTERNOON ADVENTURE In Your Library

BY NIKOL PRICE

Here are a few helpful tips on how to make your D&D session successful:

Planning

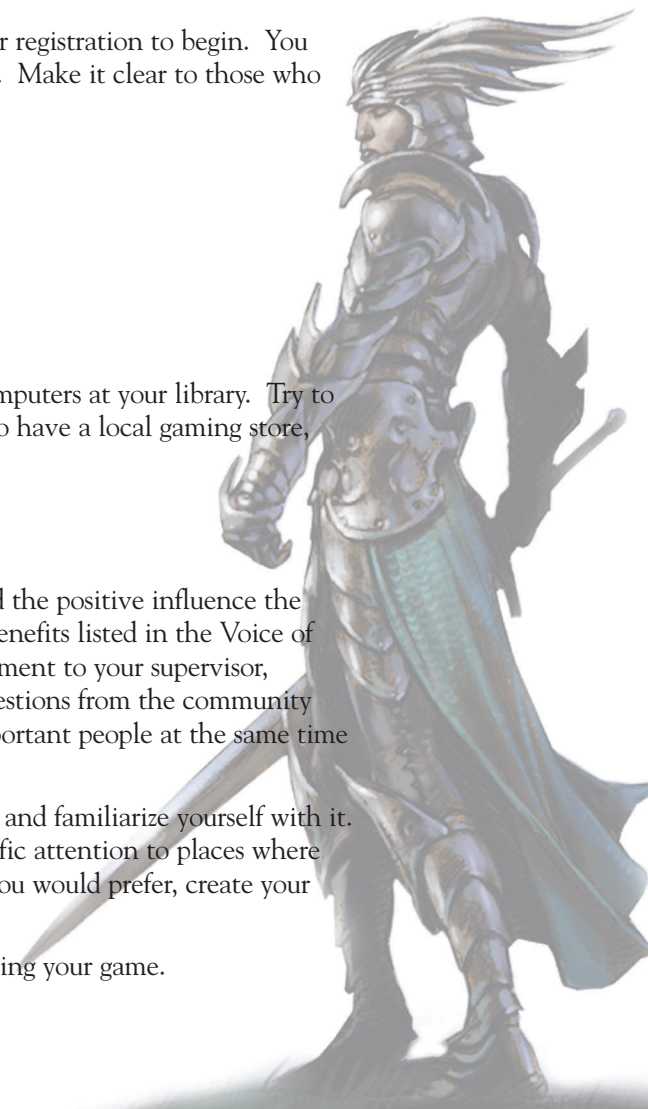
- ◆ Find a date and time (i.e. Wednesday the 8th from 4:30pm-8:30pm).
- ◆ Reserve a room, or designate an area in the library. You need to find a space that is large enough for several boisterous teens, has good ventilation, has tables and chairs, and can contain the sound from an exciting gaming session.
- ◆ Decide if you are going to require registration. If you are, set a date for registration to begin. You also need to determine the age limit at this time (i.e. 12-18 years old). Make it clear to those who will be taking registration that the age limit is firm.

Advertising

- ◆ Send press releases to your local papers.
- ◆ Create colorful flyers to hang up where teens hang out at your library.
- ◆ Make sure that the event is listed in all of your library calendars.
- ◆ Word of mouth is your best advertising. Mention it to teens using computers at your library. Try to get the word out at your local high schools. If you are lucky enough to have a local gaming store, ask them to post one of your flyers.

Preparation

- ◆ Create a document listing the benefits of DUNGEONS & DRAGONS and the positive influence the game has on teen players. If you need inspiration, take a look at the benefits listed in the Voice of Youth Advocates (VOYA) article included in this kit. Send this document to your supervisor, administrator, and library director so that they will be prepared for questions from the community and/or the press. The document needs to be in the hands of these important people at the same time your advertising goes out.
- ◆ Find an adventure module (like the one provided in the Basic Game) and familiarize yourself with it. Know where monsters and traps are placed in the dungeon. Pay specific attention to places where the player characters will need to interact with the environment. If you would prefer, create your own dungeon and get yourself ready to run players through it.
- ◆ Look over your registration list to see how many people will be attending your game.



Setting Up

- ◆ Find a table (or tables!) large enough to comfortably seat you and the players. Arrange chairs around three sides of the table keeping one side of the table for the sole use of the Game Master.
- ◆ Have scratch paper and writing implements available at the table.
- ◆ If you have laminated the character sheets, provide dry erase markers for players to keep track of variable statistics like hit points and spell use. If you have not laminated the character sheets, provide sticky notes for keeping track of variable statistics.
- ◆ Set up the Game Master area with some sort of barrier (Dungeon Master screen) that you can roll dice behind and keep notes of things the players do not yet know.
- ◆ Consider providing background music. If you would like to have music, figure out what sort of stereo equipment you will need and set it up. I personally like Midnight Syndicate, the DUNGEONS & DRAGONS official roleplaying soundtrack, and the music from the movies in the Lord of the Rings trilogy.
- ◆ Provide snacks. It is a general rule that teens will eat anything. Cookies, chips, soda, and pizza will be snapped up with great gusto. You might also consider healthy snacks such as veggies and dip or fruit along with ice tea. Remember that sugar sometimes adversely affects behavior. Place food somewhere that won't be disruptive to the game. Put plates, cups, and cutlery near the food. Make sure to have plenty of extra napkins to mop up any sudden spills. Decide if you will allow the teens to bring in outside food. Schedule at least one bathroom break so that players don't have to miss any of the action.
- ◆ PROVIDE A TRASH CAN! Remind players to throw away used wrappers and napkins several times throughout the game so that you don't spend the hour after the game cleaning up.

Review

- ◆ Think about how the game session went. Make notes on what you might want to change for the next session. Also make notes on what the players did so that you will be able to build on their previous actions for the next adventure.
- ◆ Ask players to fill out a quick survey sheet. Directors appreciate it when you can say that 10 teens attended a program and that all of them gave the program an "excellent" rating. You can also get some great quotes to use in future advertising from these surveys.
- ◆ If you have circulating copies of D&D books, check to see if they are all checked out after the program. Show that the game session directly resulted in materials circulating!

Resources

- ◆ Please visit www.wizards.com/dndlibrary for a handful of additional resources that will help you host a successful D&D adventure.

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