



D&D&D: Dungeons & Dragons & Disability

Book: *Six of Crows*, by Leigh Bardugo

Description: This is a multi-part program that will lead teens on a *Six of Crows*-inspired D&D campaign with one caveat – every character will have a disability. Teens will be encouraged to explore what disability really means as they create their own character sheets. They will then see how people with disabilities interact with the world around them as they have to make choices in the game from the point of view of their character.

Materials: Character sheets (blank and example), pencils, 1 set of dice (D4, D6, D8, D10, D12, and D20), *Player's Handbook*, whiteboard & dry erase markers for maps, an adventure, an experienced Dungeon Master, free food

Estimated Cost: Around \$40-\$50 for D&D materials if the library does not already own D&D supplies (these can become circulating items). \$10-\$15 depending on how fancy you get with your food. Potential cost of paying a Dungeon Master, but you likely have an excited and experienced teen in your library already.

Prep time: Enough time to familiarize yourself with the rules of D&D. Get the campaign to your DM in advance so they can prepare.

Instructions:

Work with the DM to decide how many participants to allow and how many sessions will be required.

Character sheets:

The first session of this program will focus on the creation of character sheets. Each teen participant will be handed a character sheet to fill out. Their characters can be whatever they want with one restriction – every character must have a disability. Give teens blank character sheets and offer some pre-filled out examples but instruct them not to fill in the stats yet. Once everyone has a character (let them have fun with creating a name and backstory), lead the group in a discussion about how each character's disability will affect their stats. Don't let the teens focus on either extreme – people with disabilities are neither incapable nor superheroes. Strive for a realistic middle ground (like Leigh offers in *Six of Crows*!)

Campaign:

For the actual campaign, find an experienced Dungeon Master to lead the kids through the quest. However, make sure you are there to help guide each player's decisions. No one player needs to make their decisions on their own – encourage group brainstorming about how each character might react and respond with each new situation. This will make game play slower than a regular campaign but will offer more intentional discussions about disability.

The campaign included below is a short and simple quest that is perfect for beginners and allows time for group brainstorming.

Additional Resources:

- D&D&D resources: <https://veraelwood.wordpress.com/dndnd-resources/> (free)
- D&D rules: <http://dnd.wizards.com/articles/features/basicrules> (free)
- WASD20 beginner's guides to D&D: <http://www.wasd20.net/resources/beginners-guide-to-dd-5th-edition/> (free - written and video versions)
- D&D sells a Starter set, which includes an adventure, pre-made character sheets, and all dice needed. They also offer a Player's Manual and a Dungeon Master's Guide. These are all available at Amazon, Walmart, or your local board game store. They make great additions to circulating collections as well.

Learning Objectives:

- To provide an opportunity for teens to consider how disabilities truly affect someone's capacity.
- To provide a place for safe and non-judgmental conversations about disability.
- To promote imagination and problem-solving amongst teens through improv, world-building, and creative thinking.

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