
[D&D Library Talk: An MCPL Podcast](#)



[D&D Library Talk](#) is our podcast on the ins and outs of RPG systems, like Dungeons and Dragons! We talk about how to make sure everyone enjoys the game, whether as a player or game master.

The podcast features Teen Librarian Sam Ott, Senior Information Assistant Laura Wise, and library volunteer and game designer Scott Murray. It is edited and with music by Andrew Slater.

Episodes

- [Episode one](#): In our first episode, we talk about how to navigate group dynamics and creating a session so everyone can have their expectations met.
Resources: [Consent checklist](#)
- [Episode two](#): In episode two, we talk about world building and how to create a campaign without burning

out.

- [Episode three](#): In episode three, we talk about combat and encounters in RPGs and strategies for structuring them.
- [Episode four](#): In episode four, we take a step back and talk about how RPGs function, explain some of the terminology and game mechanics, as well as the nuts and bolts of playing these games.
- [Episode five](#): In episode five, we shake things up and record a play session to illustrate how all of these pieces we have been discussing fit together and take time to explain how the game works as we go along. Resources: [Pit of Golden Scorpions play files](#)
- [Episode six](#): Episode six focuses on different sources of inspiration for a D&D game, with an emphasis on free resources available at the library or online. We also briefly share our personal favorite sources of inspiration.
- [Episode seven](#): In episode seven, we dive back into the dungeon to continue putting concepts into practice and explore how to create a fun RPG environment for both the DM and the players. Resources: [Scorpion Queen, Mummy's Tomb play files](#)
- [Episode eight](#): In episode eight, we continue our exploration of the Tomb of the Scorpion Queen and test our mettle against a dangerous foe! Resources: [Updated play map](#)
- [Episode nine](#): In episode nine we talk about how to design fun and engaging RPG games for tweens and families! Resources: [Streamlined character sheets for teen games](#)
- [Episode ten](#): In episode ten, we record another play session as we continue our exploration of the dungeon, searching for the Book of the Dead, facing down new enemies, and hoping luck is on our side! Resources: [Episode 10 play files](#)

Additional Resources from Episodes

[D&D Library Talk: downloadable resources](#)

RPG Resources

- [LinkedIn Learning](#): Free instructional content that helps teach business, software, technology, and creative skills, accessible with your library card
- [Quantic Foundry Gamer Motivation Profile](#): Provides a report on a player's gaming motivation
- [Architectural Approach to Level Design](#): A library book that discusses level design and the discipline of creating interactive game environments, with an emphasis on architectural principles
- [Scribus](#): Free software that can be used to create RPG maps, similar to InDesign
- [Canva](#): A [freemium](#) alternative for publishing software that can be useful in the creation of RPG character sheets and maps
- [Inkscape](#): Free software focused on vector imagery that can be used to create RPG maps ([watch our digital creativity specialist's video tutorial](#))
- 13th Age "[Meaningful Death](#)" [variant rule](#)
- [Critical Success: Pen and Paper Roleplaying Games](#)
- [List of popular free RPG systems, along with pros and con](#)

Posted by Sam O. on December 7, 2020 [Think Library](#) [Adults](#) [Teens](#)

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(function() { var x = document.createElement("script"); x.type = "text/javascript"; x.async = true; x.src = (document.location.protocol === "https:" ? "https://" : "http://") + "libraryh3lp.com/js/libraryh3lp.js?14734"; var y = document.getElementsByTagName("script")[0]; y.parentNode.insertBefore(x, y); })();
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