

# **Roll for Adventure**

Every purchase of a Facet book helps to fund CILIP's advocacy, awareness and accreditation programmes for information professionals.

# **Roll for Adventure**

**Tabletop Role-Playing Adventures  
for Your School or Public Library**

Lucas Maxwell



© Lucas Maxwell 2025

Published by Facet Publishing  
c/o Woburn House, 20–24 Tavistock Square, London WC1H 9HQ  
www.facetpublishing.co.uk

Facet Publishing is wholly owned by CILIP: the Library and Information Association.

The author has asserted his right under the Copyright, Designs and Patents Act 1988 to be identified as author of this work.

Except as otherwise permitted under the Copyright, Designs and Patents Act 1988 this publication may only be reproduced, stored or transmitted in any form or by any means, with the prior permission of the publisher, or, in the case of reprographic reproduction, in accordance with the terms of a licence issued by The Copyright Licensing Agency. Enquiries concerning reproduction outside those terms should be sent to Facet Publishing, c/o Woburn House, 20–24 Tavistock Square, London WC1H 9HQ.

Every effort has been made to contact the holders of copyright material reproduced in this text, and thanks are due to them for permission to reproduce the material indicated. If there are any queries, please contact the publisher.

*British Library Cataloguing in Publication Data*

A catalogue record for this book is available from the British Library.

ISBN 978-1-78330-740-1 (paperback)

ISBN 978-1-78330-741-8 (PDF)

ISBN 978-1-78330-742-5 (EPUB)

First published 2025



The manufacturer's authorised representative in the EU for product safety is Logos Europe, 9 rue Nicolas Poussin, 17000 La Rochelle, France (contact@logoseurope.eu, www.logoseurope.eu).

Typeset from author's files in 10.5/13pt University Old Style and Myriad Pro by Flagholme Publishing Services.

Printed and made in Great Britain by CPI Group (UK) Ltd, Croydon, CR0 4YY.

**For Justine, Jack and Lily**



# Contents

<b>Figures and Tables</b>	<b>ix</b>
<b>About the Author</b>	<b>xi</b>
<b>Acknowledgements</b>	<b>xiii</b>
<b>Glossary</b>	<b>xv</b>
<b>Introduction</b>	<b>xxi</b>
<b>1    Playing Tabletop Role-playing Games with Youth</b>	<b>1</b>
How to make new players feel welcome	1
Getting the group together	3
Tips for new Game Masters	4
Behaviour management at the table	9
Learn to improvise	11
<b>2    Tabletop Role-playing Safety Tools</b>	<b>13</b>
What are safety tools?	13
Pause for a minute	14
Lines and Veils	16
Debrief	16
<b>3    Running a Tabletop Role-playing Festival in Your School or Library</b>	<b>17</b>
How it worked	17
What cost me money?	18
Recruiting GMs and participants	19
Preparation, a guest and a parent helper	19
On the day	19
Final thoughts	20
<b>4    Introducing the Village of Arrowdale</b>	<b>23</b>
General description	23
Jobs Board	24
Shops	24
<b>5    The Great Donkey Race</b>	<b>29</b>
Adventure summary	29
Racing the donkeys	30
Things players can do while riding their donkeys	31

<b>6</b>	<b>All Booked Up</b>	<b>37</b>
	Adventure summary	37
	The adventure begins	37
	Wrangling the bookshop cats	38
	Trouble in the bookshop storeroom	39
	At The Second Wish potion shop	41
	The combat	42
	Books in The Goat Willow Bookshop	44
<b>7</b>	<b>Sea What I Mean</b>	<b>45</b>
	Adventure summary	45
	The adventure begins	45
	Diving down to <i>The Soggy Biscuit</i>	48
	The combat	50
	Magic item	52
<b>8</b>	<b>Break a Leg</b>	<b>55</b>
	Adventure summary	55
	The adventure begins	55
	Inside the Gilded Sarcophagus	55
	Games/activities players can take part in	57
	<i>The Statue in the Snow</i>	59
	Magic item	63
<b>9</b>	<b>Scone Alone</b>	<b>65</b>
	Adventure summary	65
	The adventure begins	66
	Entering the bakery	68
	The trap in the garden	70
	The combat	72
	Magic item	74
	<b>Appendix A Book Titles</b>	<b>75</b>
	<b>Appendix B How to Run a Chase Scene</b>	<b>77</b>
	<b>Appendix C Non-Player Characters</b>	<b>79</b>
	<b>Appendix D Pickpocketing</b>	<b>87</b>
	<b>Appendix E Potions</b>	<b>93</b>
	<b>Appendix F New Magical Items</b>	<b>97</b>
	<b>Resources</b>	<b>101</b>
	<b>Recommended Reading</b>	<b>105</b>
	<b>Index</b>	<b>107</b>

# Figures and Tables

## Figures

G.1	A TTRPG character sheet	xvi
0.1	A set of tabletop role-playing dice	xxiii
1.1	A typical tabletop role-playing setup	2
1.2	A tabletop role-playing game in action	5
1.3	A simple tabletop role-playing map	6
R.1	A larger tabletop role-playing world map	103

## Tables

0.1	Task Difficulty Class chart	xxiv
5.1	Golly's trinkets	29
5.2	Donkey Bonuses	32
6.1	Elixir madness table	44
7.1	Sea encounter table	47
7.2	Underwater encounter table	48
8.1	Song table	57
8.2	Dagger juggling table	58
8.3	Swampmallow effect table	58
8.4	Pigeon summoning table	64
9.1	Woodland encounter table	67
9.2	Jam madness table	70
A.1	Book titles	75
B.1	Chase complication table	78
D.1	Pickpocket table	87
E.1	Potion container table	93
E.2	Potion appearance table	94
E.3	Potion smell table	95
E.4	Potion effect table	95
F.1	Animal summoning table	100



# About the Author

Originally from Nova Scotia, Canada, Lucas Maxwell grew up on Nintendo, comic books and *Dungeons & Dragons*. He has failed at many jobs throughout his life, including fisherman, door-to-door salesman and slaughterhouse droid. As a librarian, he has been working with youth for over 15 years and is passionate about promoting the freedom to read and providing safe and welcoming spaces for everyone. In 2017 Lucas was named the UK's School Librarian of the Year by the School Library Association. He won the UK Literacy Association's Reading for Pleasure Champion Award in 2022; and in 2024 he was awarded a British Empire Medal (BEM) for his services to libraries and education. Lucas is the winner of the 2024 *Times/Chicken House Children's Fiction Competition*. His instructional book, *Let's Roll* is published by Facet Publishing and is a love letter to libraries and *Dungeons & Dragons*. Lucas is very proud to be a neurodivergent writer and very grateful to be adding his voice to the world of children's literature. He currently resides in the UK with his amazing family and the laziest chocolate labrador in the world.



# Acknowledgements

I thoroughly enjoyed creating this book but it would not have been possible without some amazing people. I would like to thank my wife, Justine, for all of her support and encouragement, as always. I would also like to thank my children, Jack and Lily, for being amazing human beings to be around. Thank you also to my parents for always being supportive. And to my *Dungeons & Dragons* podcast friends, Alex, Ally, Chloe and Gráinne for hours of fun and laughs. And finally to the students in the library who make games like *Dungeons & Dragons* come to life in surprising and hilarious ways on a daily basis.



# Glossary

**Ability Check:** When the GM asks a player to roll a 20-sided dice (d20) to determine if they are successful in completing an action, for example, jumping over a chasm, swinging from a rope, deceiving a guard.

**Acrobatics Check:** An ability check that is usually related to performing an acrobatic action. For example, if a player informs the GM they are performing a backflip, the GM would ask them to do an Acrobatics Check.

**Animal Handling Bonus:** The modifier applied to a d20 roll when a character is interacting with an animal. If a player is asked to make an Animal Handling Check, they would apply their Animal Handling Bonus to that roll.

**Animal Handling Check:** The GM will ask players to make an Animal Handling Check when they are interacting with animals. If a player tells the GM they want to calm a horse down and prevent it from running amok in a city street for example, the GM would ask them to make an Animal Handling Check.

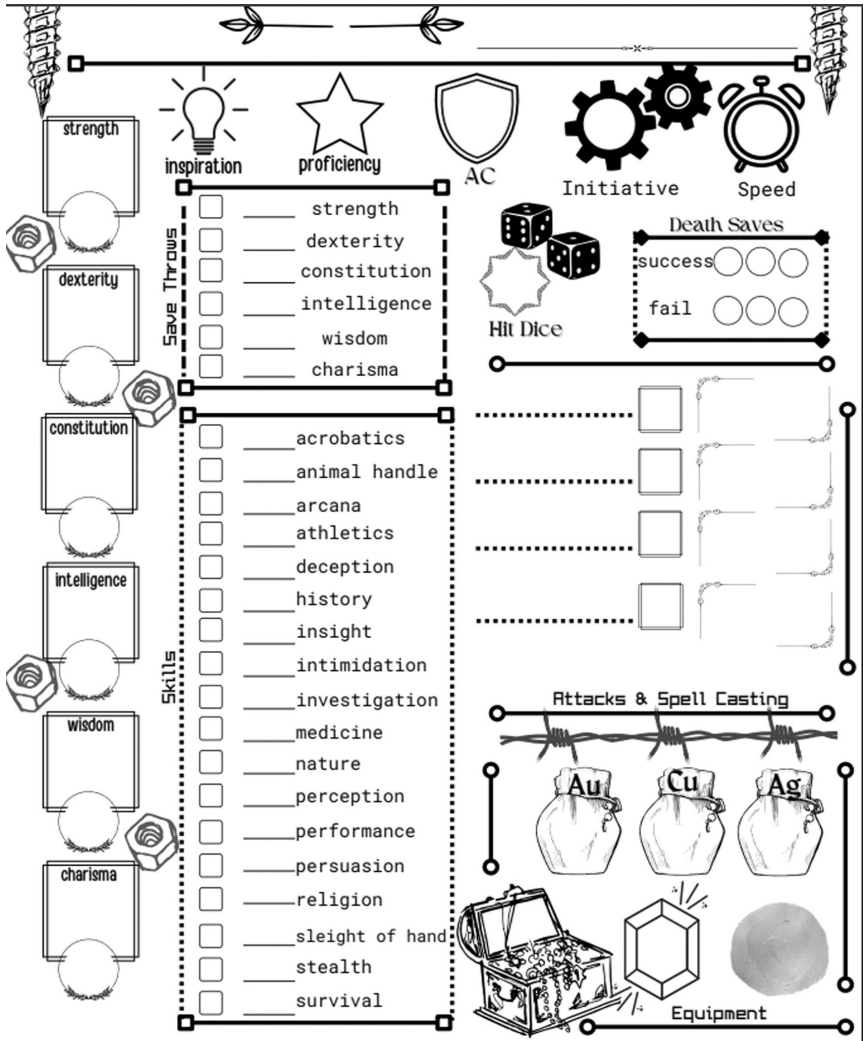
**Armour Class:** The number that dictates how hard it is to hit you. For example, if your warrior has an Armour Class of 15, enemies must roll a 15 or higher on their attack rolls in order to do any damage.

**Athletics Check:** An ability check a player makes when trying to perform an athletic action like climbing a wall. An Athletics Check is made by rolling a d20 and adding the player's Athletic Bonus.

**Character sheet:** The sheet a player uses to keep track of their characters' statistics, treasure, abilities, spells and anything else that their character acquires in the course of their existence. Figure G.1 on the next page shows an example of a TTRPG character sheet.

**Charisma Bonus:** The modifier applied to a d20 roll when a character is trying to use Charisma to perform an action. A GM would ask a player to make a Charisma Check, adding their Charisma Bonus, if they are trying to impress someone with their words.

**Charisma Check:** An ability check made when a player uses Charisma to perform an action. A player might be asked to make a Charisma Check, adding their Charisma Bonus, when they are trying to make a big impression on another player or NPC.



**Figure G.1** A TTRPG character sheet (courtesy of Nicole Hill, <https://creativecommons.org/licenses/by-sa/4.0/deed.en>)

**Charisma Saving Throw:** A d20 roll that is usually made when a player is trying to resist a spell that affects the physical world. If they match or roll above the Difficulty Class (DC) set by the GM, they are successful; if they fail, they would suffer the consequence of the spell.

**Constitution Bonus:** The modifier added to a player’s Constitution score. Constitution represents a character’s toughness and resistance to disease and poison.

**Constitution Saving Throw:** A d20 roll that is usually made when a character is trying to resist poison, disease or something similar. If a character drinks a poisoned potion, the GM might ask them to make a Constitution Saving Throw to try and avoid being poisoned.

**D&D:** Dungeons & Dragons

**d20:** A 20-sided die or dice. Hence, d4, d6, d8, d10, d12 for dice of other sizes.

**Damage:** The types of damage typically found in TTRPGs are acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing and thunder.

**Deception Bonus:** The modifier applied to a Deception Check. Player: 'I'm going to lie and say I am a wealthy noble.' GM: 'OK, you can try, make a Deception Check and add your Deception Bonus.'

**Deception Check:** An ability check made when a player is trying to deceive another player or NPC. If they are lying about their wealth, for example, the GM might ask the player to make a Deception Check.

**Dexterity Bonus:** The modifier added to a Dexterity Check. If a player is trying to be nimble and jumping out of the way of a falling rock, for example, the GM might ask the player to make a Dexterity Check and add their Dexterity Bonus.

**Dexterity Check:** An ability check made when trying to be fast, nimble or dextrous. If a player is trying to pick a lock, for example, the GM would ask them to make a Dexterity Check.

**Dexterity Saving Throw:** A d20 roll made when trying to leap out of the way of danger. If players are targeted by a spell and have a chance to jump out of the way of it, the GM would ask them to make a Dexterity Saving Throw.

**Difficulty Check (DC):** A number that a player must meet or exceed in order to achieve a particular goal. For example, a player wants to leap off the edge of a cliff and grab a rope. The DC for this action is 15. If the player rolls a 15 or higher - success! If they roll under 15, well, the GM gets to decide what happens next!

**Difficulty Class:** A number that a player must meet or exceed on a d20 roll in order to be successful in an action.

**Exhaustion:** A condition that pushes characters past their normal limit. If a character travels a long distance without resting, for example, a GM might impose Exhaustion, meaning players would experience various disadvantages imposed by the GM.

**Frightened:** A condition that characters can experience when they fail a Charisma Saving Throw against an enemy or spell. Being frightened means they cannot move closer to the enemy they are afraid of and roll

with disadvantage on attacks and ability checks. Disadvantage means the player must roll two 20-sided dice and choose the lowest number.

**GM:** Game Master. The person who organises, plans and delivers the game.

**Hexed map:** A physical board with hexes that represent distances within the game. In a dungeon, one hex usually represents five feet of space.

**HP:** Hit Points. This number dictates your health in the game: the number of hit points you have represents how healthy you are. If you reach zero hit points, your player becomes unconscious.

**Initiative:** How the GM determines the order that players take turns during combat.

**Initiative Tracking Sheet:** A piece of paper, often scrap paper, that the GM uses to keep track of the order of combat.

**Insight Bonus:** The modifier added to a d20 roll when asked to make an Insight Check.

**Insight Check:** An ability check made when a player is trying to read body language or understand another player or NPC's motive.

**Intimidation Bonus:** A modifier added to a character's Intimidation skill.

**Intimidation Check:** An ability check made when a player is trying to intimidate or scare an NPC or player. A player would roll a d20 when trying to scare off some guards, for example.

**Investigation Bonus:** A modifier added to a character's Investigation Check.

**Investigation Check:** A d20 roll made when a player is searching an area. For example, if the players stumble upon an empty house that has been ransacked, they might make an Investigation Check to see if they can find any clues. They would roll a d20 and add their Investigation Bonus to the roll.

**Meat Shield:** A player that can withstand a lot of damage and purposely blocks others from taking major damage so that they can perform other tasks or duties during combat.

**NPC:** Non-Player Character. A character typically greeted by the GM for the players to interact with or learn more from. In some instances, NPCs join the players on quests.

**One Shot:** An adventure that can be fully completed in one session.

**Perception Check:** A d20 roll when a player is hoping to see, hear or smell something.

**Performance Bonus:** The modifier added to a player's Performance Check.

**Performance Check:** A d20 roll made when a player is performing. If a player tells the GM they want to play a musical instrument, sing a song or perform in a play for example, they would make a Performance Check

to see how successful they are. It's up to the GM to decide if their roll is successful.

**Persuasion Bonus:** The modifier added to a d20 roll when a player makes a Persuasion Check.

**RPG:** Role-playing Game

**Session Zero:** A session you have with your players before you actually play the game. This is a session aimed at character creation, setting the ground rules and ensuring everyone is on board with what style of game they are going to play.

**Sleight of Hand Bonus:** A modifier made to a d20 roll when a player is making a Sleight of Hand Check.

**Sleight of Hand Check:** A d20 roll when a player is trying to make movements with their hands that they don't want others to see. For example, a player is trying to slip an envelope into their pocket, they don't want the guard at the door to see this. The player rolls a d20 and makes a Sleight of Hand Check, the GM compares the number to the guard's Perception Check. If the player's number is higher, they have succeeded in moving unnoticed.

**Stat block:** All of the abilities, strengths and weaknesses for a monster or NPC.

**Stealth Bonus:** The number applied to a character's Stealth roll. For example:

Player: 'I'd like to sneak up this ladder as quietly as I can.'

GM: 'Roll for Stealth, please.'

Player: 'I rolled a 12.'

GM: 'What is your Stealth Bonus?'

Player: 'Oh, sorry, I forgot, my bonus is 3.'

GM: 'Ok, so you've got a 15.'

**Stealth Check:** A d20 roll made when a player is trying to be sneaky. They would roll a d20 and add their Stealth Bonus, the GM decides if the number they've rolled is high enough to be sneaky.

**Strength Bonus:** The modifier added to a d20 roll when a player makes a Strength Check.

**Strength Check:** The d20 roll a player makes when their character is trying to perform a feat of strength. For example, if a player tells the GM they want to pry open a heavy sewer grate, the GM would ask them to make a Strength Check. It's up to the GM to decide if the roll the player gets means they are successful at opening the grate.

**Survival Check:** A d20 roll made when a player wants their character to navigate the wilderness, make a campfire or track someone's movements.

**TTRPG:** Tabletop Role-playing Game.

**Wisdom Saving Throw:** A d20 roll a player makes when their mind is being targeted by a spell or some other effect. If their d20 roll meets or exceeds the Difficulty Class (DC) set by the GM, their mind is not affected; if they fail, they suffer the effects of the spell.

**Wisdom Saving Throw Bonus:** The modifier added to a d20 roll a player makes when they are asked to make a Wisdom Saving Throw.

# Introduction

This book is aimed at librarians, teachers, school staff and parents who want to run a tabletop role-playing game (TTRPG) but perhaps feel a little overwhelmed by the prospect of doing it. It includes five tabletop role-playing adventures written so that a first-time Game Master (GM) can jump straight into the game and start playing. Each adventure is short and can typically be completed in under an hour. There is a good chance that the players will create situations where the adventures will take longer than an hour, and there is nothing wrong with that. It's important for you, as the GM, to be prepared for your well-laid plans to be disrupted - which is what makes TTRPGs more fun.

You may find that the adventures in this book spawn multiple side-quests and even longer campaigns that either you or one of your players take charge of, which is ultimately the best result you can have in a game. It's important for you, as the GM not to feel restricted by the structure of any of the adventures in the book. If, for instance, players want to go off on a tangent and do their own thing, you should let them.

Your most important role as the GM is not to say 'No', as long as the action being requested is not harmful to someone's feelings in real life. This is the rule I always bear in mind when I run TTRPGs. It is covered in more detail in Chapter 2, 'Safety Tools', which includes some tools and tips on what to do when the unexpected arises. Mostly, unexpected events result in a lot of fun when you are playing TTRPGs, but it's always good to be prepared to deal with situations when challenges arise.

The book also contains additional resources aimed at making the games more fun and realistic. These include charts and tables that allow the GM and the players to consult in different kinds of situations.

## Why I wrote this book

I'm very lucky to be able to speak to a lot of teachers and librarians at conferences and other events about TTRPGs and other initiatives. A common thread when talking about TTRPGs is that many teachers and librarians want to start a programme in their schools but either are unsure where to start or simply don't have time.

The primary challenge, in my opinion, is that many TTRPGs require a lot of time, which is something that school staff do not have. I have worked

in a secondary school for over a decade and cannot remember the last time I actually finished a cup of coffee. It's a very rewarding and exhilarating career, but also very exhausting and relentless.

And so I decided to write *Roll for Adventure*. I wanted to create a series of mini adventures that can be completed in under 45 minutes; and I also wanted to write adventures with the new Game Master (GM) in mind. These adventures have been written for those who have never picked up a set of polyhedral dice and have no idea how to play TTRPGs. I have written with myself in mind - that is, they are what I would have wanted when I started playing TTRPGs again after a long break. If you are a seasoned TTRPG expert, I believe these adventures will still be very useful to you, as you can plug them into your existing campaigns and tweak and alter them as you see fit.

### **What is included in this book**

- practical tips for first-time GMs
- practical tips for helping new players at the TTRPG table
- a chapter on running a TTRPG festival in your school or library
- five home-made TTRPG adventures that take place in the fictional village of Arrowdale
- a detailed description of Arrowdale
- ten new home-made magic items
- ten Non-Player Characters (NPCs) for you to use
- safety tools and tips to ensure everyone is having fun and feeling safe at the table
- random tables to allow you to create quick and exciting moments using:
  - potions
  - pickpocketing items
  - chase scenarios
  - book titles.

### **Difficulty Class**

Throughout the adventures, I refer to something called Difficulty Class (DC). In TTRPGs, the DC is simply a number that a player or players must meet in order to succeed when rolling a 20-sided dice (d20). You, the GM, must hold this number in your mind before the roll takes place.

### A note on dice

Figure 0.1 shows a set of tabletop role-playing dice. From left to right they are: d20, d12, d10, d8, d6 and d4. The numerical value indicates how many sides each dice has. So, for example, the second dice from the left is a d12 and it has 12 sides.



**Figure 0.1** A set of tabletop role-playing dice

Sometimes it's fun to tell the players what the DC is before they roll, as it adds some tension to the game. It's entirely up to you whether or not to do so. Also, a player might be asked to add a bonus or a negative to the roll, depending on the skill that is being challenged. Here is an example.

GM: 'You have entered a dark, damp cave, a small stream runs towards you before going underground. Two tunnels branch out in front of you, one to the north and one to the east. What would you like to do?'

Aria the bard: 'I would like to listen for any weird sounds or creatures or anything that might try to kill us.'

GM: 'Roll a Perception Check, please.'

This means that Aria must roll one 20-sided dice and add her Perception Bonus. In this case, Aria's Perception Bonus is +3, so she rolls the 20-sided dice and adds 3 to the result. She rolls a 15, and adds 3.

Aria the bard: 'That's an 18.'

The GM knows that in order for Aria to hear anything other than the dripping of the water from the roof of the cave, she must roll a 13 or higher. Since 18 is higher than 13, the GM needs to reward Aria with the information.

GM: 'Coming from the cave to the east, you hear what sounds like deep, guttural snoring.'

Aria the bard: 'Ok, I think I'll avoid that tunnel for now, then.'

The GM *could* say, before Aria rolls, 'The DC to hear something is 13', but in that case it would be a giveaway that there *is* something in the cave. If Aria rolls below a 13, the GM will say something like: 'You don't hear anything other than the dripping of the water in the cave.'

By having Aria add a bonus to her roll, she will be unsure whether there is something in the cave or not. This will build suspense or allow the GM to have whatever creature they have hidden in the cave sneak up or have an advantage over her.

Another option, instead of telling the player the DC outright, is to provide hints. For example, you can say: ‘You *can* jump across this chasm, but it looks very difficult.’ This will tell the player that the DC is probably over 15, or is at least greater than 10 (see the task Difficulty Class chart in Table 0.1).

DC is used in several other kinds of situations within TTRPGs. Essentially, whenever a player asks to interact with the atmosphere that you have provided, they should be rolling dice to see if they are successful or not. Further, step-by-step examples are provided in each of the five adventures that are included in this book.

**Table 0.1** *Task Difficulty Class chart*

<b>Task difficulty</b>	<b>DC</b>
Very easy	5
Easy	10
Medium	12
Hard	15
Very hard	20
Nearly impossible	30

Bear in mind that these are DCs that *I* have created for this game. You, as the GM, can ignore my DCs if you wish to and make your own. If you feel that I have made something too easy or too hard, just change it.

If a player fails a DC, they fail. Do not let them continuously reroll until they get the number they want, as this removes the fun from the game and makes things seem fruitless. If a player tries to pick a lock and the DC is 15 but they roll a 12, maybe the result is that they ruin the lock or they break their lockpicks off inside the lock, making it unpickable. Either way, they can’t simply reroll again and again until they pick the lock. If you do want to let them reroll, consider making the DC a little higher each time to account for the realistic possibility of stress and frustration that may kick in while doing these kinds of activities.

## Natural 20 vs modified 20

In TTRPGs, there is a feeling of elation that occurs when a player rolls a natural 20, or ‘nat 20’ as it’s often referred to. But what is it and how does it differ from a modified 20?

A natural 20 can only occur when rolling a 20-sided dice or d20 and the result is a 20. This is the maximum possible value of that dice before any bonuses are applied. In TTRPGs the player should be provided with an extra reward by the Game Master.

In contrast, a modified 20 is when the total result of the dice roll is 20 *after* bonuses are applied. Achieving a 20 in this way is not typically rewarded in an extra way by the Game Master.

Here is an example of a modified 20:

Player 1: ‘I’d like to search this cave for any hidden treasure, do I find anything?’

Game Master: ‘Roll to search the cave and add your search bonus.’

Player 1: ‘OK, my search bonus is +3, I rolled a 17, so that’s a 20.’

Game Master: ‘Not bad, it’s dark in here but you find a small pouch left behind by the bandits with 35 gold pieces inside.’

Here is an example of a natural 20:

Player 1: ‘I’d like to search this cave for any hidden treasure, do I find anything?’

Game Master: ‘Roll to search the cave and add your search bonus.’

Player 1: ‘Nat 20! My search bonus is +3 so that comes to 23!’

Game Master: ‘Nice! It’s dark in here but you find a small pouch left behind by the bandits with 35 gold pieces inside, but behind the pouch you will also see some loose dirt. Digging behind it, you find a small wooden box; inside are three healing potions and a blue gem that is glowing faintly.’

## Bonuses and penalties to ability checks

You will see in the scenario above that Player 1 discusses having a +3 to their search bonus. You might be asking yourself, ‘Why do they have a +3?’. This is, of course, a made-up scenario but in TTRPGs, bonuses (or penalties) like this are generally added in when a player creates their character. Each TTRPG is different but in many scenarios, a player will roll dice to determine the strength, intelligence, dexterity and other attributes of the character they want.

If they are creating a character who is the ‘muscle’ of the group, it’s obvious that they want their strength score to be higher than say their intelligence. It all depends on the kind of character they are creating and the TTRPG they are playing. My advice is to begin with a starter set of any TTRPG which will undoubtedly have a pre-made character sheet for you as GM and the players to use as a reference to get started. It’s important to know that if you make a mistake on your character sheet, it doesn’t matter. You can always go back and change it as you go along. Building a character sheet is something that is often an enjoyable moment, many players try to hold on to their original character sheets as they progress through their TTRPG, making it a cherished item!

## Rolling a d100

At certain points in the adventures provided in this book, you or the players will be asked to roll a d100, or 100-sided dice. The best way (in my opinion – believe it or not there is a lot of debate around this in the TTRPG world!) is to simply roll two different dice: a percentile dice, which looks exactly like a ten-sided dice (d10) except it contains double digits instead of single digits, and another ten-sided dice (d10). You can consult the image above to see a d10. Here is an example of a d100 roll:

Roll the double-digit percentile dice first: you get a 40.

Roll the standard d10 dice second: you get a 6.

This of course means you get a 46 out of 100.

But there are things that can be confusing when it comes to d100 rolls:

Roll the double-digit percentile dice: you get a 40.

Roll the standard d10 dice: you get a 0.

This means you rolled a 40 (in my TTRPG world, for some, it means 50, but to keep it simple, I say it’s a 40).

How do you get a 100 on a d100, you ask?

You roll a 00 on the percentile dice.

Then you roll a 0 on the d10 dice.

That’s 100.

If you roll a 00 on the percentile dice and then you roll a 1 on the d10 dice, that is a 1. Not 10, but 1.

## Resting

In the pre-made adventures listed below, I mention how players will need to rest to gain their spells or abilities back or to remove curses or afflictions. Resting can be as simple as you want to make it. Characters need eight hours of rest to get a ‘full rest’. To do this, you as GM can simply say, ‘You get the rest, you’re fine.’ However, you can add tension by interrupting their rest. To do this, you can ask one player to roll a 20-sided dice. If the result is 1–10, nothing happens and they get the rest. If the result is 11–17, a non-lethal interruption occurs, this could be a friendly animal, a meteor shower; anything you see fit. If the result is 18–20, a combat scenario occurs: it could be bandits trying to raid the camp, a dangerous animal or creature, anything you want. If you think interruptions will slow the game down, you can let them rest without any complications.

## How the book is organised

Chapter 1, ‘Playing Tabletop Role-playing Games with Youth’, provides practical tips for new GMs, advice for maintaining good behaviour at the table and what to expect when playing TTRPGs with younger players. It also provides insight into how to get everyone in the school excited and engaged around these games.

Chapter 2 is on ‘Safety Tools’, which are simple yet very important ways to ensure everyone at the table is having fun and feeling included and safe. These tools can be as simple as a quick check-in or can be more complex, requiring an entire session or more to go over. Safety Tools are especially important when playing TTRPGs with youth.

Chapter 3 provides step-by-step instructions on how to run a TTRPG festival in your school or library. I have run three TTRPG festivals to date, and they have grown exponentially in popularity with both staff and students. They require a lot of work and dedication but are well worth it in the end. They are also a great way to launch or springboard a TTRPG programme in your library. A festival can be as long or as short as you like, and can involve as many students as your space can handle; the point is to have fun and introduce new faces to the library and to TTRPGs.

Chapter 4 is a brief description of the village of Arrowdale. This is where the adventures will take place. In some of the adventures the players will venture outside of Arrowdale, but for the majority they will remain in the village. The chapter provides details of the different people and shops in the village. You may find that in between adventures, players send their characters to the different shops to buy things or simply to gather rumours

or just hang around. This is where this chapter will become useful, as it will provide flavour and a backdrop for when the players are 'killing time'.

Chapters 5 to 9 consist of five different TTRPG adventures. You can start with any adventure, and they are written so that players can jump in at any time. My suggestion is to start players at Level One and go from there. Each adventure is written in a way that provides step-by-step help on what to say, what dice to roll and how to deal with being side-tracked by the players (which is a good thing!).

Appendices A and B provide two random tables. As a GM, I love random tables, as do my players. I think they make the game more interesting and fun. In my experience, players love to roll on random tables as there is a feeling of anticipation, of giddy excitement, when it comes to finding out what they are going to roll. These tables range from weird magical effects to random encounters and more. To save time, you can pre-roll or simply pick your favourite result from a random table *before* the adventure starts; however, rolling in the moment is often more fun.

Appendix C provides a list of NPCs that you can use in the game. There is no requirement to use any of them, but if you're in a pinch you can use them to help move a story along or to simply interact with the characters in a fun way.

Appendix D is about pickpocketing and includes a list of items that players can pickpocket from NPCs. You can also hide the items anywhere you want, for the players to find during an adventure.

Appendix E is all about potions and includes several tables for determining a potion's container and to allow you and the players to concoct potions with a variety of different qualities and effects.

Appendix F provides a list of magical items that you can choose from to add fun to your adventures.