

TABLETOP ADVENTURERS' GUILD

What is the Tabletop Adventurers' Guild?

The Tabletop Adventurers' Guild is an after school club at Hartland Middle School. Our focus will be on playing tabletop roleplaying games (RPGs). While our main focus will be Dungeons & Dragons, we realize that there is a wide variety of games available and may swap from time to time. This club is run by Erin Dennis, former HMS teacher, who now works at Legacy High School and Hartland Virtual Academy.

When and where does the Tabletop Adventurers' Guild meet?

Club meetings are Thursdays from 2:40 - 4:30 in the media center.

What are you playing?

At this stage, we are focusing on one-shot fantasy adventures using the 5th Edition Dungeons & Dragons rules. Most often, we use a subset of rules known as Adventurer's League.

What if I've never played before?

Totally fine. We love teaching new people to play.

What do I need to bring?

If you have them, a device that can access D&D Beyond, core rule books, polyhedral dice, character sheets (if you use them), and pencils are all helpful. You may also want a miniature to represent your character. We will have a limited amount of extra materials available for use. You may also bring snacks and beverages, but you must clean up after yourself.

What are the rules of the Tabletop Adventurers Guild?

We want everyone to enjoy the fun of rolling dice and battling monsters. For this reason, Mrs. Dennis has created a list of **MUST FOLLOW** rules:

1. Everyone that wants to be here is welcome.
2. The purpose of this club is to HAVE FUN. However, you should not make your fun matter more than someone else's. No killing off other players' characters or purposely ruining adventures or running off with all the treasure. Violations of this rule may lead to your being asked to leave.
3. Be respectful - to yourself, others, the space, the materials, the time, etc.
4. NO EVIL ALIGNMENTS ALLOWED.
5. All adventures are subject to Mrs. Dennis' approval and must be provided in advance.
6. Table signups happen in Google Classroom on a first-come-first-served basis. Anyone interfering with the process will be removed from Classroom and unable to sign up for a minimum of two weeks.
7. You and your adult will sign a contract and permission slip outlining our group expectations.

It is also a good idea to remember that there are a lot of people putting a lot of work into making this fun for you (Mrs. Dennis volunteers to host, DMs prep and run games). Be considerate.