

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

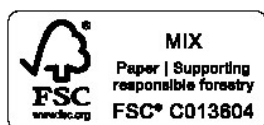
A catalogue record for this book is available from the British Library.

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

Figures and Tables	ix
About the Author	xi
Acknowledgements	xiii
Glossary	xv
Introduction	xxi
1 Playing Tabletop Role-playing Games with Youth	1
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
2 Tabletop Role-playing Safety Tools	13
What are safety tools?	13
Pause for a minute	14
Lines and Veils	16
Debrief	16
3 Running a Tabletop Role-playing Festival in Your School or Library	17
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
4 Introducing the Village of Arrowdale	23
General description	23
Jobs Board	24
Shops	24
5 The Great Donkey Race	29
Adventure summary	29
Racing the donkeys	30
Things players can do while riding their donkeys	31

6	All Booked Up	37
	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
7	Sea What I Mean	45
	Adventure summary	45
	The adventure begins	45
	Diving down to <i>The Soggy Biscuit</i>	48
	The combat	50
	Magic item	52
8	Break a Leg	55
	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
9	Scone Alone	65
	Adventure summary	65
	The adventure begins	66
	Entering the bakery	68
	The trap in the garden	70
	The combat	72
	Magic item	74
	Appendix A Book Titles	75
	Appendix B How to Run a Chase Scene	77
	Appendix C Non-Player Characters	79
	Appendix D Pickpocketing	87
	Appendix E Potions	93
	Appendix F New Magical Items	97
	Resources	101
	Recommended Reading	105
	Index	107

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.