

A World of Fun and Fantasy: McMath D&D Painting Session

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If there is one club at McMath unlike any other, it is none other than the Dungeons and Dragons Club. More familiarly known as D&D, this initiative introduces students of all ages, backgrounds, and personalities to a fascinating, complex world of fantasy and possibility. Here, members can transform from wood elves to halflings to dragons to gnomes. They can speak languages of lore and magic, hone their public speaking and acting abilities, and connect to a world that exists at the bottom of our hearts.



On November 14, 2018, the D&D Club invited students to come in and paint their characters, depicted by intricate miniature figurines lying in wait for the waking touch of an eager participant's brush. The event was especially welcoming of new, curious members, who passed by to create a character of their own. Mr. Track, the school librarian, introduced me to the unique system on which the game is run.

"It's a roleplaying game," he explains. "Each character has a set of six characteristics, or stats, which are set by rolling four six-sided dice six times and recording the points earned. You can then get a wide range of bonus advantages, depending on the race of creature you choose to be." These stats are strength, intelligence, dexterity, wisdom, constitution, and charisma. Depending upon the level obtained by the player, these stats will aid the character on their quest to accomplish their goals. Players can choose the levels they would like to correspond to each of

the attributes. This can be a fun and challenging task, as we saw with Lexi, one of the D&D members who dropped by to create a character. Deciding between an advantage in either strength and wisdom, Lexi settled on the latter, reasoning astutely that survival instincts and common sense will prove more beneficial than physical force.



The Dungeons and Dragons game has existed since 1974. It holds a story, says eighth grader Russell, a passionate D&D player, which begins long before the birth of humankind. Its roots are in fantasy--yet somehow, not in myth--and its limits lie at the edge of our imagination. It is not only a game worth playing, but a world worth exploring. For many of our members, the warmth and camaraderie of the team is the most wonderful aspect of playing D&D. We definitely look forward to future painting sessions with Mr. Track and his team!