

Hip Hip Huzzah!
Welcome to the Dungeons & Dragons Club!
By Riley Cahili



Anyone can fight a dragon.

Everybody aspires to be something more, and it's not always clear what that "something" may be exactly. In fact, that "something" does not have to come from this world. Whether you dream of slaying dragons as a heroic paladin who worships a great ethereal being, something more humble like a simple elven hunter in the lush woods, or maybe even a bombastic dwarf who forges weapons out of cheese, you can be "something" and more in the newly established Dungeons & Dragons Club!

Centered around the popular tabletop roleplaying game Dungeons and Dragons, the club utilizes the vast freedom given to players and dungeon masters to provide students the opportunity to turn their creative gears in telling a collaborative story whilst surmounting the monsters and world around them. *Sounds interesting?* You bet! *Scared of being a total newbie?* No worries! No prior knowledge is needed to participate in the experience of playing D&D; advisors and students alike will aid a first time adventurer in learning the ropes (That's how I started out). The

general gist is this: you and fellow adventurers will embark on a grand journey at the direction of the Dungeon Master all at the hands of chance!

But where did the D&D Club originate from you may ask? Why did it start? Why D&D specifically? Never fear, for this article holds all the answers! I commend you on your great curiosity and reward you with generous insight from an interview with the club founder: Mr. Burke.

Why was the club started?

The club was started after I expressed my personal involvement and interest with Dungeons and Dragons. My students then asked if I would start a club and we began meeting in the spring of 2022.

What does D&D mean to you?

I first started playing the game with my dad and siblings when I was younger, stopped playing, then as an adult was thrown back into the game by some friends. Board games in general remind me of hanging out with my family but D&D has a special place in my life. It is something that has brought my friends and I closer. As a "professional" DM outside of my teaching career I believe it's made me a better educator, and it's one of the few board games my wife will play. Win, win, win.

How did the first year of the club go?

First year of the club was hectic. From teaching 90% of the club how to navigate textbooks worth of rules and stats to fitting everyone into a small room there was a good amount of work to be done. However, due to the student driven nature of the club, I believe the founding members of the club laid a solid foundation for members years to come.

Plans for the club this year?

The plans for this year are to establish and create a club shirt, maintain our growth, and to play as much D&D as possible.

What are your hopes or goals for the club in the future?

The founding members came up with several long term goals [which were to] create a D&D mural using current player characters art that would be added onto each year with the next classes characters, [to] outreach/ create a MOMS D&D Club, and [to] create/ host a Renaissance Faire at the High School.



Players have the power to affect the entire world and story.

The early developmental years of the club are occurring right now; it's time to take your life by the reins with D&D! Born of passion, driven by students, what better way to express yourself and create long lasting friendships than to experience it for yourself. So venture down to room A121 during lunch, shoot an email to Mr.Burke or Mr.Deeney, or have a chance encounter with a club member to excitedly invite you, the D&D club is inclusive to all! Whether you, dear reader,

join in with the adventure or not, may you discover that “something” you yearn for. Farewell,
and hip hip huzzah!