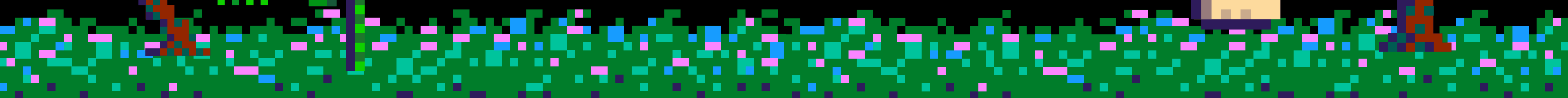
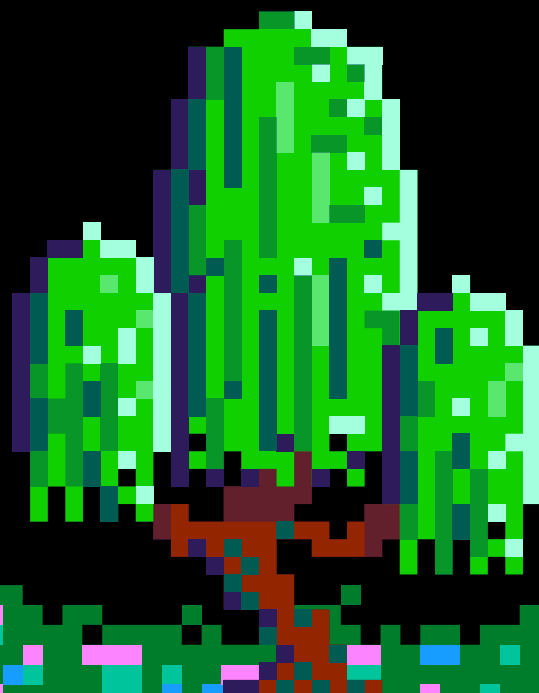


Gaming for Justice:

HOW D&D SUPPORTS YOUTH TO
DREAM EJ INTO REALITY



START



Our Panel



LIL MILAGRO
HENRIQUEZ

Executive Director
& Founder
Mycelium Youth Network



MARCY BROWN

Lead Storyteller
& Lead Compendium Writer
Mycelium Youth Network

Overview

ICE-BREAKER

WHAT'S D&D? & WHY IT MATTERS

ORIGIN STORY

THE MYC - U

CHARACTER SHEETS & BACKSTORIES

AUDIENCE Q & A

MENU



Ice Breaker

WHAT ROLE WOULD YOU PLAY IN THE ZOMBIE APOCALYPSE
BASED ON WHO YOU CURRENTLY ARE OR IN YOUR CAREER?

WHAT ROLE WOULD YOU PLAY IN THE ZOMBIE APOCALYPSE IF
YOU COULD BE ANYBODY?

What's D&D?



IN DUNGEONS & DRAGONS, THE PLAYERS FORM AN ADVENTURING PARTY WHO EXPLORE FANTASY WORLDS TOGETHER AS THEY EMBARK ON EPIC QUESTS AND LEVEL UP IN EXPERIENCE. THE DUNGEON MASTER (ALSO KNOWN AS THE DM) IS THE GAME'S REFEREE AND STORYTELLER. THERE'S NO WINNING OR LOSING IN D&D—AT LEAST, NOT IN THE CONVENTIONAL WAY.

AT ITS HEART, D&D IS A GAME THAT FOCUSES ON STORYTELLING. THE DICE JUST HELP YOU ALONG. EVERYTHING IS YOUR DECISION, FROM WHAT YOU LOOK LIKE, TO HOW YOU ACT, TO WHAT HAPPENS NEXT.



WHY DOES THIS
MATTER?





BBC World Service

@bbcworldservice



"What makes them anxious is when people don't talk to them about it."

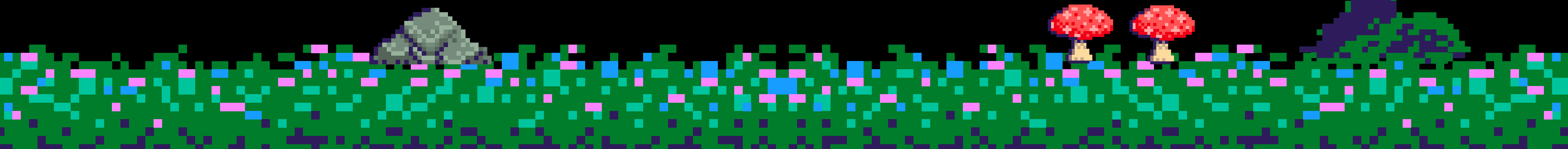
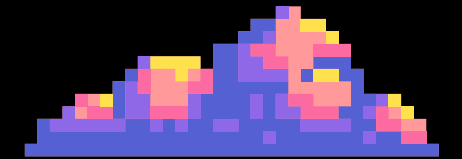
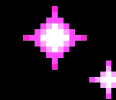
A survey of 10,000 16-25 year olds found climate change is causing them widespread anxiety. But the lead researcher says this doesn't mean we should just avoid the subject



Newsday - Young people on climate: Humanity is doomed - BBC Sounds

Three quarters (75%) think that the future is frightening

Nearly half (48%) have been dismissed or ignored by other people when they try to talk about climate change

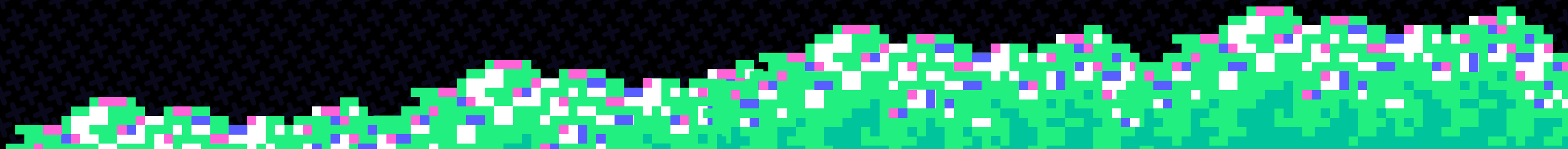
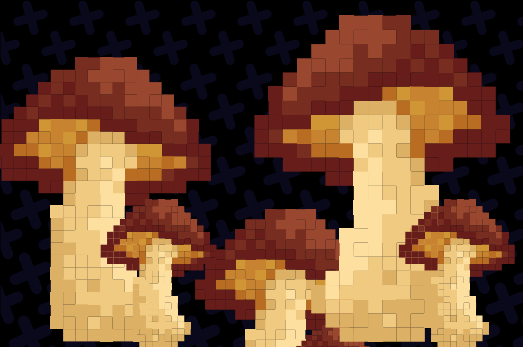


OUR ORIGIN STORY



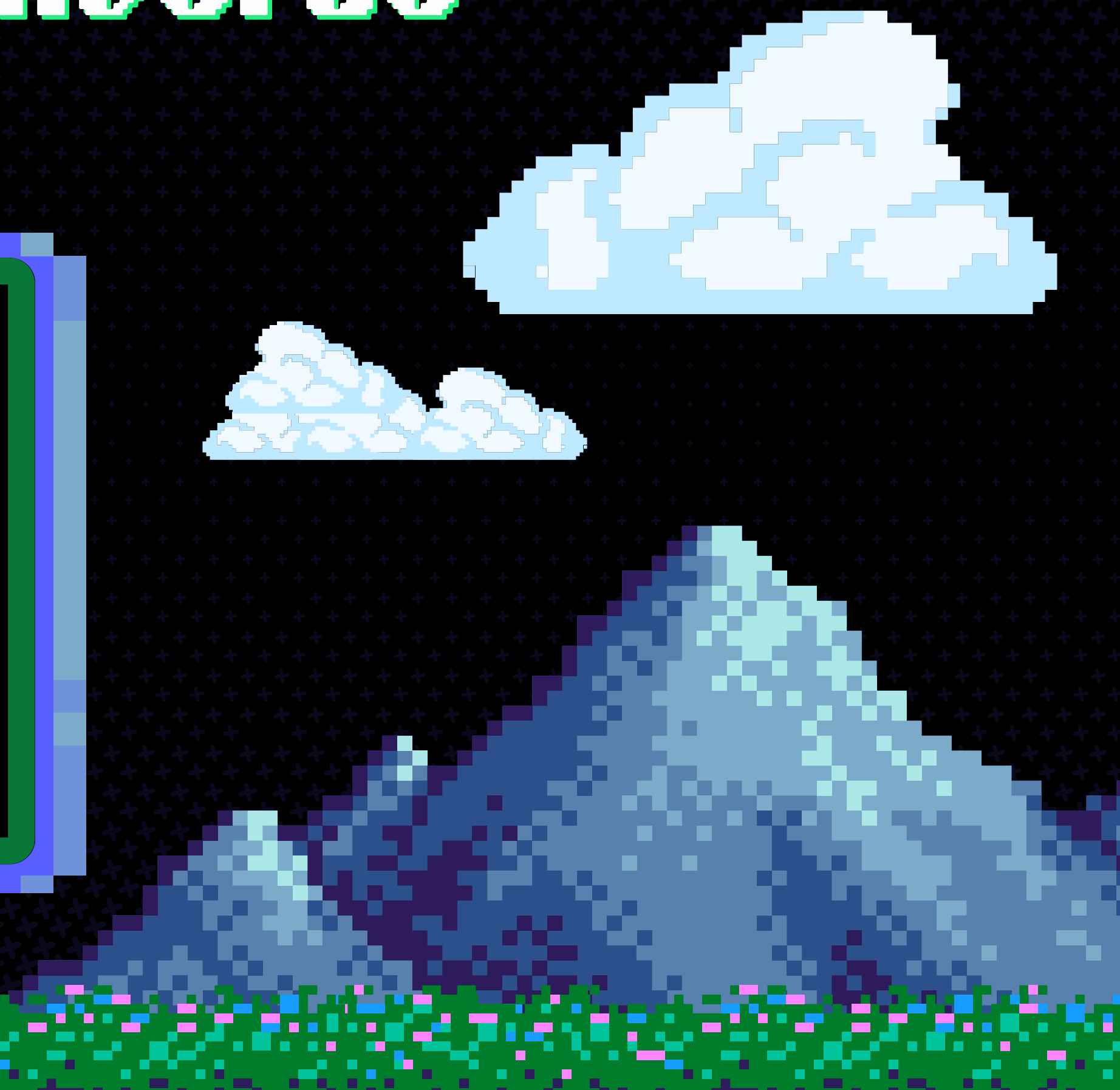
WHAT MAKES THIS APPROACH DIFFERENT?

- ROOTED IN REALITY, HISTORY, AND SCIENCE, BUT WITH A FANTASTICAL LENS
- A WAY TO TALK ABOUT CLIMATE CHANGE AND HOW WE FEEL ABOUT IT IN A SAFE SPACE
- EMPHASIS ON RESILIENCE, HOPE, AND COMMUNITY
- IDENTITY EXPLORATION
- SELF-REFLECTION AND EMPATHY-BUILDING THROUGH META-THOUGHT PROCESS OF ROLEPLAYING
- YOUTH EMPOWERMENT: THEY MAKE DECISIONS AND SUCCEED AND FAIL TOGETHER
- PLAY, JOY AND RADICAL IMAGINATION



The Mycelium Universe (Myc-U)

A COMPENDIUM OF
PLACE-BASED,
ENVIRONMENTAL
JUSTICE
ADVENTURES!



GAMING FOR JUSTICE TIMELINE & ADVENTURES

A SQUIRRELLY SITUATION

UNDER THE CONDOR'S WINGS

FANNING THE FLAMES

FIGHTING TOOTH AND CLAW
FOR JUSTICE

DEATH BY A THOUSAND
BREATHS



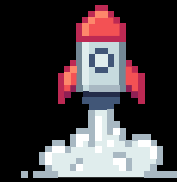
A SHOCK TO THE SYSTEM

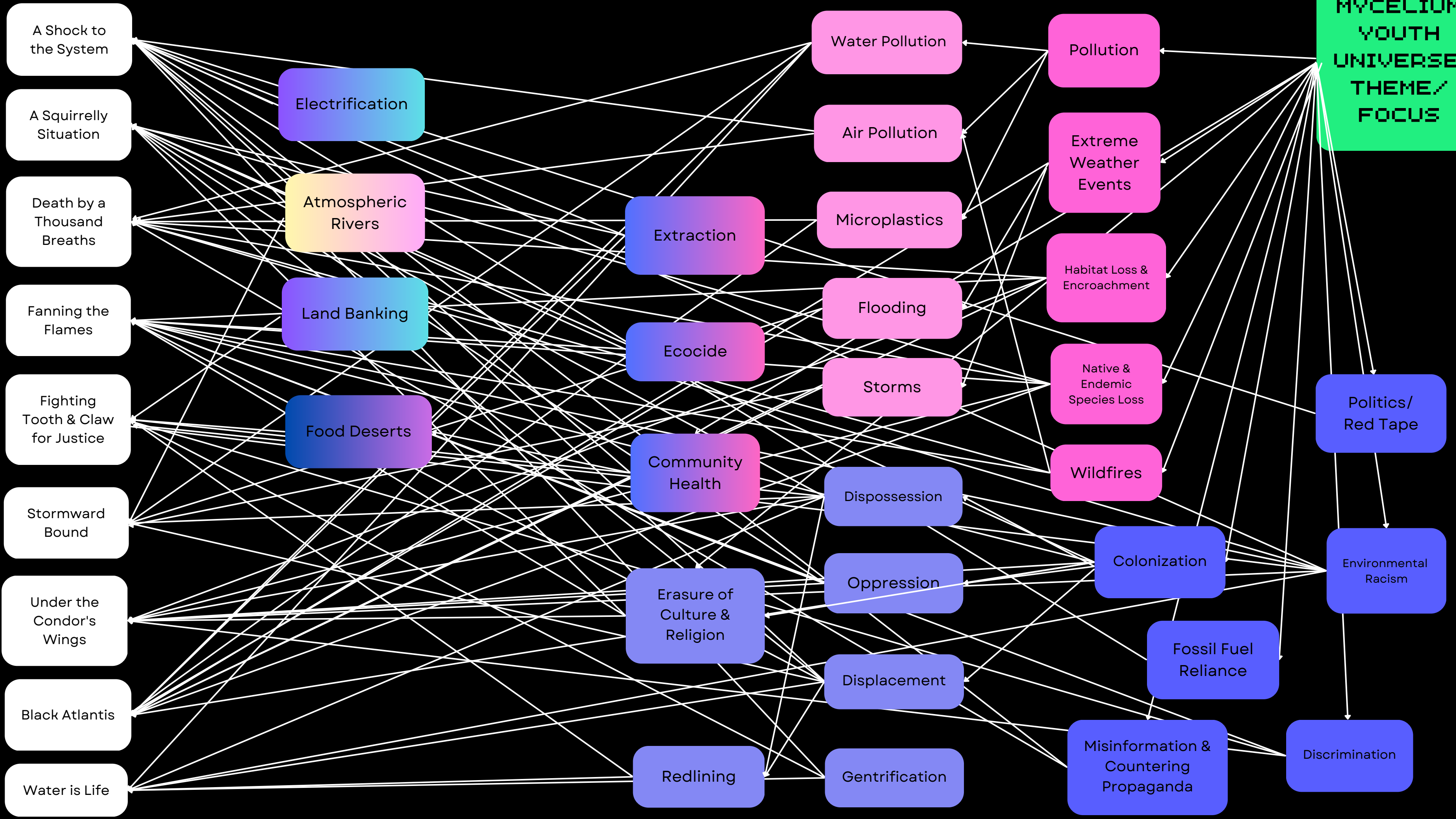
WATER IS LIFE

STORMWARD BOUND

BLACK ATLANTIS

10TH ADVENTURE





COMPENDIUM CONTENTS

10 UNIQUE, MEMORABLE, & CULTURALLY
RESPONSIVE ADVENTURES

"SCIENCE BEHIND THE STORY" &
"LEARNING FROM HISTORY"

MAPS & ARTWORK CREATED FOR EACH
ADVENTURE

CITED RESOURCES & WHERE TO FIND
ADDITIONAL INFORMATION

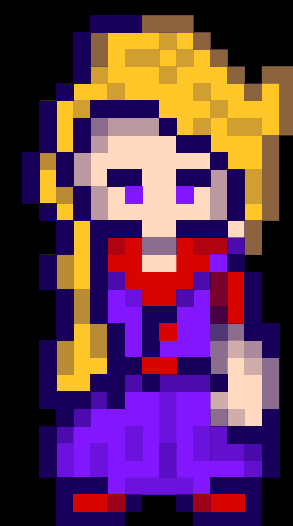
NEW SUBCLASSES RELATED TO
ENVIRONMENTAL & SOCIAL JUSTICE

TEACHABLE MOMENTS &
LEARNING OUTCOMES

NEW CREATURES & MAGIC ITEMS

COPY OF THE OPEN GAMING LICENSE (OGL)
AND SYSTEM REFERENCE DOCUMENT(SRD)

CREATING YOUR CHARACTER



MARCY BROWN

Ranger 2 Bard 1 Wizard 1

Educator

Human

Chaotic Good

11

STR

16

DEX

9

CON

14

INT

13

WIS

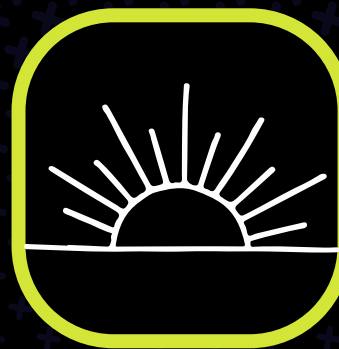
15

CHA

13

+3

30ft



Features & Traits:

Jack of All Trades

Favored Enemy: Capitalism

Natural Explorer: Desert/Tidepools

Lucky

Proficiencies:

- Acrobatics
- Insight
- Nature
- Performance
- Survival

Ideals:

- Radical imagination is necessary in times of climate anxiety and doomism.
- Every body deserves access to outdoor, green, and natural spaces.
- Rule of cool >

Positionality:

I characterize myself by the dualities I hold within my identity, dualities that I do not consider opposed or in conflict to one another. I am a cisgender woman, 27 years old, and a US citizen. I am Filipino and white: *hapa haole* in Hawaiian. My ecological identity is divided across two environments: tidal and desert. I approach this work with offerings of mythology, traditional ecological knowledge, and Western science. I try to bring openness with me in all my interactions with people, the more-than-human, and the physical landscape that shapes us as we shape it.

Player's Handbook,
Monster Manual,
DM's Guide,
Snacks, Disguise
Kit, Laptop (AF)

Bonds:

- Mycelium Youth Network
- Prescott College MA OEL
- National Park Service
- Doris Duke Conservation Scholars
- My adventuring parties and players



MENU

CHARACTER DESIGN TIME!

TAKE A FEW MOMENTS TO DESIGN YOUR
CHARACTER AND CHECK OUT OUR CHARACTER
SHEETS FOR INSPIRATION

CLAWS OF JUSTICE



The Mission

A GROUP OF COMMUNITY ORGANIZERS AND PROTECTORS KNOWN AS THE CLAWS OF JUSTICE ARE BROUGHT INTO DIRECT CONFRONTATION WITH THEIR OPPRESSORS WHEN TWO OF THE GROUP ARE CAPTURED AND UNLAWFULLY DETAINED WITHIN THE CITY HALL. THEY HAVE BEEN ACCUSED OF VIOLATING THE LAW OF TRADE AND THE LAW OF ELVES, WHICH CODIFIED DISCRIMINATION AND GAVE THE LOCAL TOWN GUARDS, THE HOUNDSTOOTH PATROL, UNCHECKED POWER TO ENFORCE THESE LAWS WITHIN THE CITY. HOW CAN THE CLAWS OF JUSTICE OVERCOME THIS LATEST CHALLENGE WHILE ALSO SETTING IN MOTION LARGER PLANS TO CREATE A SAFE SPACE FOR THEIR COMMUNITY TO BELONG? WITH THE HELP OF THE ADVENTURERS, OF COURSE!

Campaign Progression & Flow

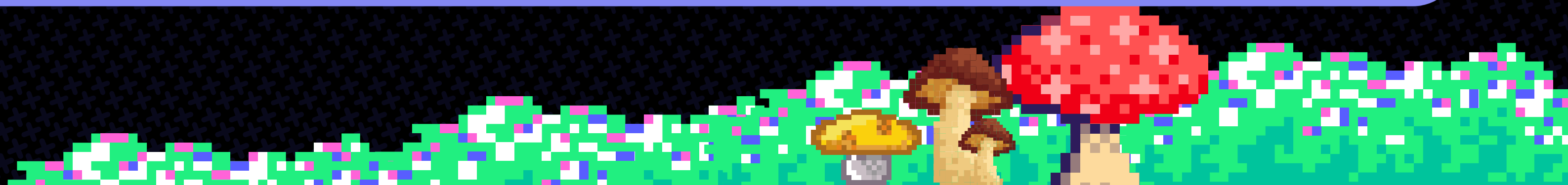


1. Upon arrival in town, the adventurers are harassed by the Houndstooth Guard, who attempt to seize their belongings.
2. A member of the Claws of Justice intercedes alongside their companion, a displacer beast. The party follows them back to the Claws of Justice headquarters, a community center.
3. The adventuring party learns more about the Claws of Justice, their members, and how they are helping their community. They also hear about the two people being detained in city hall.
4. They make a plan to rescue the two in City Hall and potentially cause greater disruption and positive community action.
5. Confrontation and conclusion!

WHY THIS? WHY DOES THIS MATTER?

BY ROLEPLAYING THROUGH ENVIRONMENTAL JUSTICE
MOMENTS IN BAY AREA HISTORY, WE CAN:

- **ENGAGE** YOUTH IN A NEW WAY THAT CREATES MEANINGFUL CONNECTIONS TO REAL-LIFE PLACES
- **COMMUNICATE** STEAM AND CLIMATE CHANGE CONCEPTS
- **ENCOURAGE** AND **EMPOWER** YOUTH TO SEE THEMSELVES AS ADVOCATES, COMMUNITY-BUILDERS, AND SOLUTION-CREATORS.

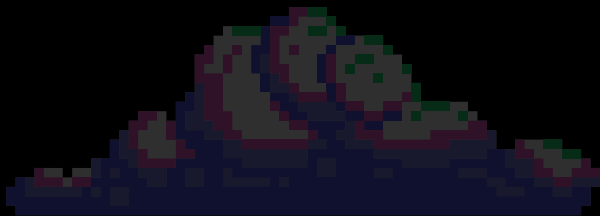


TEAM HEALTH



AUDIENCE QUESTION AND ANSWER

MENU



THANK YOU!

