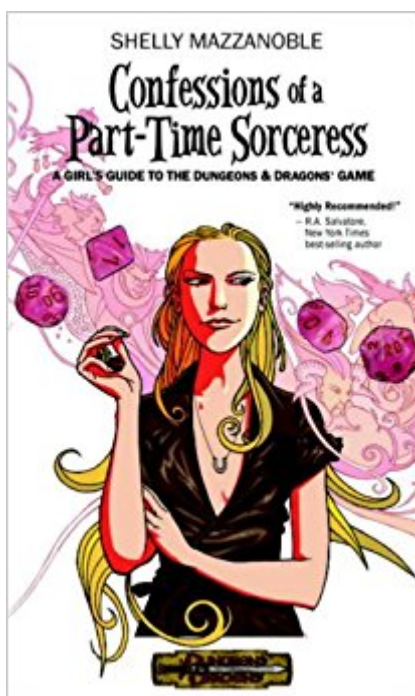


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Confessions Of A Part-time Sorceress: A Girl's Guide To The D&D Game (Dungeons & Dragons)



Synopsis

Most Dungeons & Dragons game players are men, yet storytelling and roleplaying come so naturally to women. So where are all the female gamers? The answer is - everywhere! Confessions of a Part-time Sorceress is a smart, humorous examination of the Dungeons & Dragons roleplaying game from a female gamer's point of view. The book delves into the myths and realities of gamer stereotypes. It explains how to build a character for a D&D game, how to shop for gear, how to play, and how to find the perfect gaming group, all the while exploring the things that make the D&D game a rewarding and recurring social experience for both men and women.

Book Information

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Customer Reviews

SHELLY MAZZANOBLE has written short stories and essays for The Seattle Times, Carve, Whetstone, Skirt! and SomeOtherMagazine.com. Her plays have been produced in Seattle and New York City. When not over-editing her collection of short stories, she enjoys watching HGTV, walking dogs, and designing clothes for D&D minis. She lives in Seattle.

As my husband and I are jumping into the D&D games (accompanied by my best friend and her boyfriend), I figured this would be an excellent intro for me to the game. Mostly, it was. Mazzanoble does a fine job of explaining D&D vernacular and slang, giving advice on weapons, class, fighting and interactions with team members. The writing was humorous at points, even earning an out-loud chuckle a few times. My qualm with the book is two fold, however. 1. The endless pop-culture

reference got old. fast. The constant barrage of girly-girl nonsense (Prada-this, Oprah-that, Pedicure-this, High Heels-that) was funny the first few times, but by the second and third chapter, I was done. I wanted more information about the game and less omg-my-magic-boots-are-jimmy-choos! 2. While she breaks the stereotypes for D&D players, she simultaneously builds them for girls! Not every girl is going to interrupt the DM to ask about shopping or bring low-fat granola or whatever. I felt this book had a very narrow target audience, and wasn't for all girls or even most girls, but a small sliver of girls - the ones who wear Jimmy Choo shoes. For my part, I will recommend it to new girl D&D players, but I will give it a disclaimer due to this 2 facts.

I give this book my highest recommendation. Ms. Mazzanoble has written a wonderful tongue-in-cheek description of fantasy role-playing that is both accurate and accessible. I wish someone had written this book 30 years ago. I've been in the table top role-playing community since the mid-70s, and gender balance at the gaming table has often been an issue. Parties (groups of players) with a balanced number of men and women has a wonderfully different and richer dynamic than a table with just male players. Ms. Mazzanoble's book is a dream come true for me as it talks about fantasy role-playing in a way that role-playing come alive in an engaging way for the ladies. I have given this book to husbands, boyfriends, and to ladies attending board gaming events and have had over a dozen women start role-playing with our gaming group based on reading this book.**Caveat: Yes, the book has a lot of cliches in it. So does the Harry Potter series and the Twilight Saga. The cliches are over-the-top on purpose and are designed to be amusing; they are not designed to put down women. (If you want to read something that has less cliches read *À Fifty Shades Trilogy: Fifty Shades of Grey, Fifty Shades Darker, Fifty Shades Freed 3-volume Boxed Set*. Then you will come running and screaming back to read *À Confessions of a Part-time Sorceress: A Girl's Guide to the D&D Game (Dungeons & Dragons)*. ;-))**The author starts with character creation and then steps the reader all the way through a role-playing session with common sense descriptions of all the rules. The book covers the rules, social aspects, and what has kept my players coming back to the gaming table week after week for over 35 years. Really well done! In service, Rich

I've been wanting to get into D&D for years - but the stats bit always made me dizzy. I'm more of a in it for the story girl. Read this book - and it all finally clicked. Love this book! Must have for every D&D girl! And DM's - too few DM's don't understand what drives women players. This might give them a clue. Give us a chance to develop our characters as people! Whether that person likes

shoes - like the author - or pursuing friendships/lovers/frenemies/enemies like mine do.

This book is basically a "girls perspective" of DnD 4.0. Think of it less as a book about girls and playing roll playing games and more as a quick-start guide for DnD 4.0. It is essentially a "dumbed down" version of the Player's Handbook. It is a better jumping off point than going directly into the Player's Handbook but I wouldn't recommend it for many, especially if you have someone who can teach you the ropes.

This book would help anyone to better explain the game, not only to women but to anyone interested in the game. I really enjoyed this book and have almost no complaints or ways to improve it! I bought the book for two reasons: I am a DM who loves to get people into my game and stay there; I wanted to see, as a male player, what aspects she could explain or show me to help me entice or instruct more women into my games.

My thoughts: In all the gaming sessions I have ever played since I first started around twelve years of age, there have only been four girls who played in our games. Considering when we started playing, there is nothing surprising or odd about that statement, as ten to thirteen year old girls don't play dungeons and dragons at least not in 1986, still as unlikely in 1996 but more often in 2006. That being said, I believe that any activity is either fun for someone or not fun. Being for boys or girls to play is always debatable and this book falls into the category of FUN.

Review: The book is taken from Shelly's point of view, yes, but her view is also that of someone who came into the game knowing very little and progresses in a fun, humorous narrative on her experiences learning to play Dungeons and Dragons, version 3.5, game itself. Why is it fun? Misunderstood? Confusing? Only for guys? Is it only for kids? She answers these questions all the while, taking us step-by-step from what D&D is and creating a character all the way to the game's mechanics, in game playing and death of a character or party. In between we are treated to simple tables explaining specific game mechanics or terms used in the game, sketches of her character and that of her companions. Sections also include small excerpts as if read from her diary, which help bring the game closer to the audience by talking about it candidly. Despite there being a 1st, 2nd, 3rd, 3.5 and 4th edition of the game the game goes over the 3.5 edition of the game as far as I can tell. Shelly's explanation of the world that gamers live in, allow a non player to understand the basics of the game and it's very simple mechanics while possibly becoming interested enough to give the game a try.

Summary: There are many reasons to buy the book but here are a few that most of us need to hear and understand. -If you are a woman interested in learning about the game. -If you are new to Dungeons and Dragons and wanted to read about

someone's experiences learning and playing the game.-Wanted a different (not just a woman's) point of view.-Were concerned or interested in why people come together and play such a stigmatized game.-Were looking for some light reading and have been playing for years.

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