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LIS 2407 Metadata, Spring 2023

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## Introduction:

### Schema Theme:

In recent years tabletop games, including tabletop role-playing games (TTRPGs), have increased in popularity (Peiser, 2022). The pandemic and its subsequent lockdowns were only one factor in increasing demand. The availability of video conferencing to a larger audience has allowed RPG sessions to be more accessible to individuals. This increased access allows players from more distant locations or those who otherwise could not participate to still play a part in real-time gameplay (WREG News Channel 3, Memphis, 2022; WIRED, 2022). Movies and videos of actual gameplay have added to the allure. Videos of players creating fan art, drawings, animations, short films, game piece creations, and the like have helped to bring awareness to an audience that would otherwise not have known about a role-playing game (RPG).

### Nature of Collection:

This application profile project examines one of the first and most famous RPGs, Dungeons and Dragons (D&D). Dungeons and Dragons originated in the 1970s. It started with a singular book and has now become a massive enterprise. This explosion of popularity is complete with multiple versions of its handbook, supplemental guides, the existence of "homebrew" rules (rules created by players for their own game with no revenue objective), models, videos of gameplay, movies, character game pieces, die pieces, tabletop world/landscape pieces, concept art, and memorabilia.

This application profile is designed to be used by players of D&D and fans of the franchise in all its forms (movies, ephemera, etc.) Researchers will be able to make connections between dates and versions of handbooks, locate specific versions of copyright terms and conditions, and even find ephemera, like apparel, that may no longer exist but has still been documented. This profile will make searching for D&D and D&D adjacent materials easier for all of these individuals.

This standard allows for the documentation of a large variety of objects and includes multiple version formats of the same object.

### Profile Challenges and Solutions:

Multiple version formats of the same object present a unique challenge; researchers will need to use descriptive elements to verify a specific object is in the format, version, volume, or edition they are looking for.

Descriptions would also have synopses of the items in the <mods:abstract> element. These are very helpful for items that are moving pictures. The abstract allows for a more detailed description of the subject matter addressed by the item than just the <mods:subject> element.

Another property to highlight is <dnd:character>. This element allows users, both players and non-playing fans, to find their specific character, whether it is 2-dimensional art or a figurine

game piece. This element was not initially part of the profile. However, upon further revision, it became apparent that a player may have difficulty searching for a specific game piece without the granularity of a character-based element.

Addressing the Administrative element types, the local element <dnd:authenticationType> will be beneficial. Depending on the user's objective, the <dnd:authenticationType> allows a researcher to narrow their search to only officially copyrighted objects or vice versa. The local element <dnd:rules> sorts materials based on their presence in different rule versions, which can be a great way to narrow down a search for an item. Identification numbers or classification numbers will also be helpful information.

Some challenges for curators regarding the input of D&D objects revolve around the same item's various versions, formats, and locations, especially for web-based objects like websites. For example, character sheets come in multiple versions. They are available in print, PDF, and fillable PDF format. Character sheets are also available at the end of each player's handbook and available for download online and on [DnDbeyond.com](http://DnDbeyond.com), which has an interactive character sheet on its website. Multiple versions and formats will create a challenge in ensuring that the differences between these very similar items are cataloged appropriately. Documenting the location and the URL will help identify many of these objects, as their locations will help categorize items of different formats.

### Functional Requirements:

The planned users of this collection can be placed into two camps: fans and players. At the same time, gamers of D&D can undoubtedly fall under the category of "fans"; not all fans play the game. Their preference is in the subject matter of the object and the behind-the-scenes information about an object, such as who the actors were in a movie, the illustrator of a book, or even the equipment used to create some of the items, such as video equipment. The users' motivations define how this Application Profile will be used. Descriptive elements and elements addressing administrative information, such as location, will likely be a primary focus for both groups.

The anticipated user groups are as follows:

- Fans of Dungeons and Dragons
- Dungeons and Dragons players

Looking deeper at the first user group, fans of D&D, this profile is unique in that it allows for the coalescence of all D&D items, both unofficial and official, and records them in those separate categories. The bifurcation of the officialness permits an opportunity of narrowing search terms in a large chunk through a high-level culling using search criteria. The determination of officiality lets fans discern an item's authenticity. Knowledge of authenticity is especially apt for individual fans who are collectors of various objects that show their appreciation for the franchise.

Another controlled vocabulary entry option under the same authenticity property is named "sponsored." The "sponsored" term allows for documentation of items independent of the official entity, Wizard of the Coast (WotC) but deemed worthy of attention from the WoTC, i.e., sponsored by D&D but not made by D&D. Fans will be able to search for official merchandise but also be able to search themes that can help narrow down objects that fall under this category. Below are some elements that align more closely with a fan-based user's rather than a game player's needs. It should be noted that they are not mutually exclusive.

<b><i>Element</i></b>	<b>Format</b>	<b>Description</b>
<i>Creator</i>	<dc:creator>	Documents the creator of the item. Apt when a user is trying to collect objects from a certain creator
<i>Illustrator</i>	<dnd:illustrator>	Documents the creator of the item Apt when a user is trying to collect objects from a certain creator
<i>Etal</i>	<dnd:etal>	Documents that an object has a significant number of contributors such as illustrators, contributors, etc. This allows for a fan user to know that they need to seek out the source for further examination of its contributors, illustrators, creators, etc.
<i>Authentication Type</i>	<dnd:authenticationType>	Helps to clarify the object's relation to the rights of D&D
<i>Origin Info</i>	<mods:orginInfo>	Information about the origin of the resource, including place of origin or publication, dates associated with the resource, and specifications of creation.
<i>Specification Info</i>	<dnd:specInfo>	Help to document an object's audio or visual schematics. Helpful for superfan users who enjoy knowing the minute details in creation of a resource. (sub of originInfo; contains sub-elements <dnd:audio><dnd:visual>)
<i>Type of Resource</i>	<mods:typeOfResource>	A term that specifies the characteristics and general type of content of the resource.

Addressing the second group, D&D players, this application profile will assist players with finding the tools necessary to create and play a campaign successfully. This application lends itself well to the documentation of gameplay resources. Players can search in the application profile for various editions of D&D rules. They can search various types of miniature figurines for tabletop gameplay scenarios.

Additionally, they can search a catalog of other gaming equipment such as dungeon master screens, gameplay mats, various types of die, etc. Below are a few of the elements that are geared toward a player of the game.

<b><i>Element</i></b>	<b>Format</b>	<b>Description</b>
<i>Rules</i>	<dnd:rules>	Allows for categorization of the different types of rules for an item. Rules include both official and unofficial object to include “homebrew rules” which do not fit well in the categorization of “edition.”
<i>Edition</i>	<mods:edition>	Allows for the edition number or version number to be documented. Particularly helpful in determining official rules but are not exclusive. Some objects have no rules attached but happen to make their debut in later editions of a text.
<i>Part Number</i>	<mods:partNumber>	A part or section number of a title. Helpful for users to ensure they are looking at not only the correct edition but also the necessary volume number to be able to assist in their research. (sub-element of titleInfo)
<i>Subject</i>	<dc:subject>	A topic of the resource. Helpful in finding a type of item such as dice, maps, or other gameplay equipment.
<i>Character</i>	<dnd:character>	A element that allows for the recording of information about a character. This property is helpful for individuals who are looking for specific games pieces (minifigures.) Has dual purpose for collectors(fans) who are looking for a specific illustration or figurine.

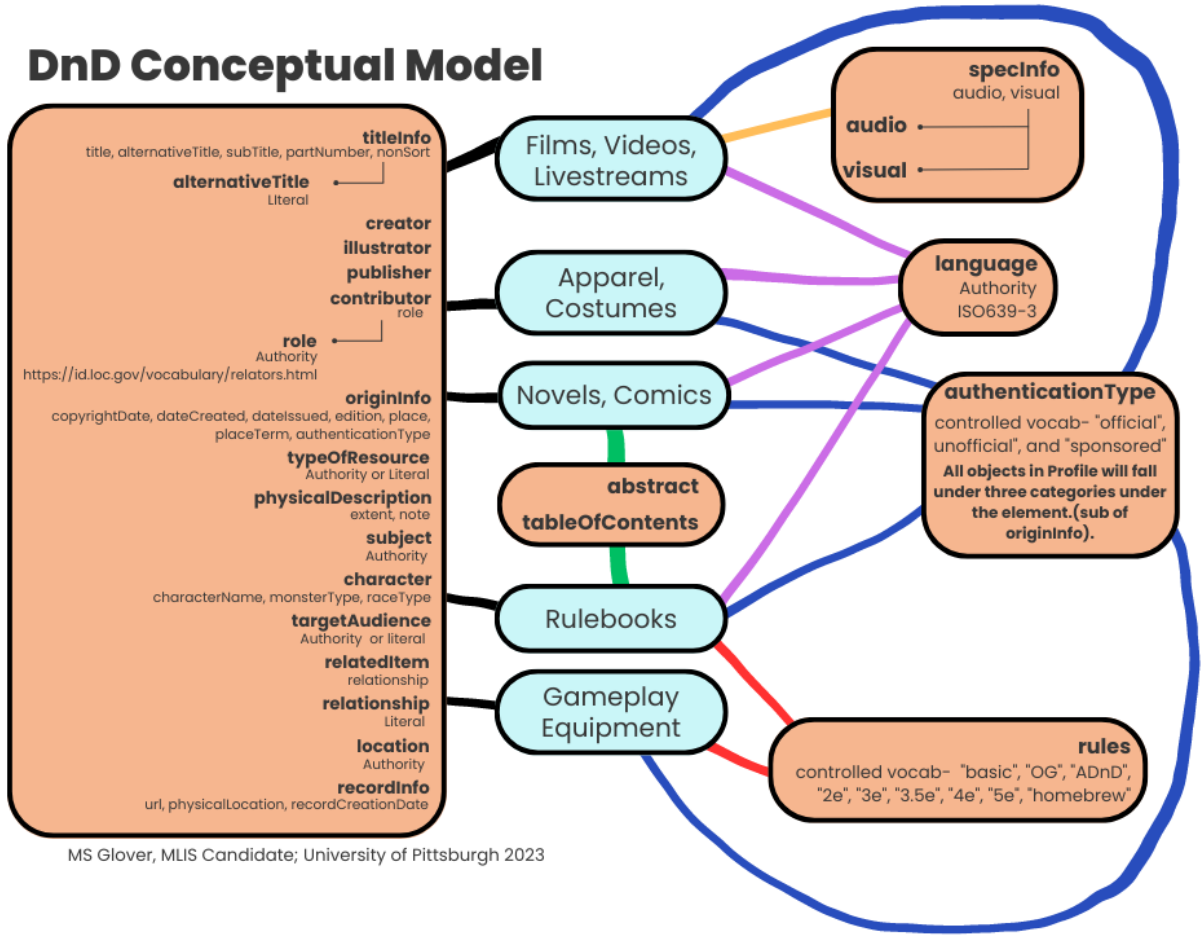
As a curator of this collection, it would be imperative for the information professional to keep the above property elements in mind. If there is an opportunity to fill out every

element in this profile, it should be taken. Although we can take an educated guess at how this application will be used, it is ultimately through the process of use by the intended users that determine the efficacy of its construction and then need to remove an element or add a new one to better enable the users to meet their needs.

Essential administrative/preservation elements for behind-the-scenes work by curators of this collection are to document the location, such as the URL and the creation date of the catalog entry. The location, which is also an administrative element, is important for the user and the documenter. Many of these items may have a temporary URL. This impermanence offers unique challenges when documenting objects, such as a web resource. Adding the URL and the date of creation for the object entry ensures that the object can be flagged for revision later after a certain period of time to ensure links are still correct or should be removed or altered.



Conceptual Model:



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Application Profile Documentation:

Namespace Overview:

## Namespace Prefixes Description

<i>dndRecord</i>	dnd	Unique namespace for this profile.
<i>Dublin Core</i>	dc	<a href="https://www.dublincore.org/specifications/dublin-core/dcmi-terms/">https://www.dublincore.org/specifications/dublin-core/dcmi-terms/</a>
<i>MODS</i>	mods	<a href="https://www.loc.gov/standards/mods/v3/">https://www.loc.gov/standards/mods/v3/</a>

### Element

### DnD Record

<i>Element level</i>	Namespace
<i>Format</i>	<dnd:dndRecord>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	The root element of the schema application
<i>Functional Requirements</i>	Helps define each object as part of this application profile
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	None
<i>Sub-element of</i>	None
<i>Container for</i>	All
<i>Example</i>	<dnd:dndRecord><mods:titleInfo><mods:title> D and D Player's Handbook</mods:title></mods:titleInfo><dc:creator>Gygax, Gary </dc:creator><dnd:rules>homebrew</dnd:rules></dnd:dndRecord>

Element Set, Attributes, and Value Rule:

Local Namespace: <dnd>

*Alternative Title*

<b>Element</b>	<b>Alternative Title</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:alternativeTitle>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	An alternative name for the resource.
<i>Functional Requirements</i>	Helps document unofficial and alternative titles for an object.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:titleInfo>
<i>Container for</i>	None
<i>Example</i>	<dnd:alternativeTitle>backstory</dnd:alternativeTitle>

## Audio

<b>Element</b>	<b>Audio</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:audio>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	Audio schematics documentation.
<i>Functional Requirements</i>	Allows more precise audio resource production description.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<dnd:specInfo>
<i>Container for</i>	None
<i>Example</i>	<dnd:specInfo><dnd:audio>dolby digital</dnd:audio></dnd:specInfo>

*Authentication Type*

<b>Element</b>	<b>Authentication Type</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:authenticationType>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	the designation of the legal rights associated with the publishing entity related to the subject matter; in this case D&D.
<i>Functional Requirements</i>	Helps to clarify the object's relation to the rights of D&D.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M, R
<i>Anticipated Value Rules</i>	Controlled Vocab- "official", "unofficial", "sponsored"
<i>Sub-element of</i>	<mods:originInfo>
<i>Container for</i>	None
<i>Example</i>	<dnd:authenticationType>official</dnd:authenticationType>

## Character

<b>Element</b>	<b>Character</b>
<i>Element level</i>	Container
<i>Format</i>	<dnd:character>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	A description of the type of character for a 3D object such as a figurine
<i>Functional Requirements</i>	Allows for categorization of character for easier searches of objects dealing with specific D&D characters
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	None
<i>Sub-element of</i>	<dnd:monsterType><dnd:raceType>
<i>Container for</i>	<dnd:character><dnd:monsterType>dragon </dnd:monsterType> </dnd:character>
<i>Example</i>	Character

## Character

<b>Element</b>	<b>Character Name</b>
<i>Element level</i>	Subelement
<i>Format</i>	<dnd:characterName>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	A description of the name of a specific character for a 3D object or still images such as a figurine
<i>Functional Requirements</i>	Allows for proper name documentation of a character
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	None
<i>Container for</i>	<dnd:character><dnd:characterName>Aglaraerose</dnd:characterName><dnd:monsterType>dragon</dnd:monsterType></dnd:character>
<i>Example</i>	Character Name

*Contributor Name*

<b>Element</b>	<b>Contributor Name</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:contributorName>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	space for the name of a contributor.
<i>Functional Requirements</i>	Documents contributors to an item that would otherwise not be categorized in other places.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Organization or Last name, First Name(MARC21 guidelines) if individuals are named; Authority LCNAF <a href="http://id.loc.gov/authorities/names">http://id.loc.gov/authorities/names</a>
<i>Sub-element of</i>	<dc:contributor>
<i>Container for</i>	None
<i>Example</i>	<dc:contributor><dnd:contributorName>Hasbro, inc. </dnd:contributorName></dc:contributor>



*Etal*

<b>Element</b>	<b>Etal</b>
<i>Element level</i>	Standalone
<i>Format</i>	<dnd:etal>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	Indicates that there are one or more names that, for whatever reason, cannot be explicitly included in additional name elements.
<i>Functional Requirements</i>	Helps with objects that have a significant number of contributors such as illustrators, contributors, etc.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal, permitted to use when contributors exceeds 10 individual entities, permitted phrase “see physical object for full list” must be in format below to include the use of “type”
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<dnd:etal type="Illustrator">see physical object for full list</dnd:etal>

## Format Version

<b>Element</b>	<b>Format Version</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:formatVersion>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	A term that specifies the format version of resource.
<i>Functional Requirements</i>	Allows for better documentation of items format ex. digital vs corporeal.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Controlled vocab- "digital" or "physical"
<i>Sub-element of</i>	<mods:originInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:originInfo><mods:edition> 5th</mods:edition><dnd:formatVersion> digital</dnd:formatVersion></mods:originInfo>

*Illustrator*

<b>Element</b>	<b>Illustrator</b>
<i>Element level</i>	Standalone
<i>Format</i>	<dnd:illustrator>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	Space for still image creator name in line with Dublin core level for creator and publisher. Used for objects that have both a creator(author) and an illustrator, not for use for standalone still images.
<i>Functional Requirements</i>	Shortens the steps to document this type.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Organization or Last name, First Name (MARC21 guidelines) if individuals are named; Authority LCNAF <a href="http://id.loc.gov/authorities/names">http://id.loc.gov/authorities/names</a>
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<dnd:illustrator>Dunbar, Max</dnd:illustrator>

## Monster Type

<b>Element</b>	<b>Monster type</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:monsterType:
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	A description of the type of monster for a 3D object or illustration ( ex. a figurine).
<i>Functional Requirements</i>	Allows for categorization of character for easier searches of objects based on specific subject matter unique to D&D
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O,R
<i>Anticipated Value Rules</i>	controlled Vocab- "aberration", "beast", "celestial", "construct", "dragon", "elemental", "fey", "fiend", "giant", "humanoid", "monstrosity", "ooze", "plant", "undead"
<i>Sub-element of</i>	None
<i>Container for</i>	<dnd:monsterType>elemental</dnd:monsterType>
<i>Example</i>	Monster type

## Race Type

<b>Element</b>	<b>Race Type</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:raceType>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	A description of the type of Race for a 3D object or illustration ( ex. a figurine).
<i>Functional Requirements</i>	Allows for categorization of character for easier searches of objects based on specific race type unique to D&D
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	controlled Vocab- "Dragonborn", "Dwarf", "Elf", "Gnome", "Half-Elf", "Halfling", "Half-Orc", "Human", "Tiefling", "Aarakocra", "Aasimar", "Air genasi", "Bugbear", "Centaur", "Changeling", "Deep Gnome", "Duergar", "Earth Genasi", "Eladrin", "Fairy", "Firbolg", "Fire Genasi", "Githyanki", "Githzerai", "Goblin", "Goliath", "Harengon", "Hobgoblin", "Kenku", "Kobold", "Lizardfolk", "Minotaur", "Orc", "Satyr", "Sea Elf", "Shadar-kai", "Shifter", "Taxbi", "Turtle", "Triton", "Water Genasi", "Yuan-ti", "Kender", "Astral Elf", "Autognome", "Giff", "Hadozee", "Plasmoid", "Thri-kreen", "Owlin", "Leonin", "Kalashtar", "Warforged", "Verdan", "Loxodon", "Simic Hybrid", "Vedalken", "Feral Tiefling", "Locathah", "Grung"
<i>Sub-element of</i>	None
<i>Container for</i>	<dnd:raceType>Tiefling</dnd:raceType>
<i>Example</i>	Race Type

*Relationship*

<b>Element</b>	<b>Relationship</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:relationship>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	Documentation in plain text that describes the relationship between the object and the related item.
<i>Functional Requirements</i>	Details how an item is related to another object or to D&D.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:relatedTerm>
<i>Container for</i>	None
<i>Example</i>	<dnd:relationship>Tv series with characters derived from DnD monsters</dnd:relationship>

## Role

<b>Element</b>	<b>Role</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:role>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	Describes the role of a contributor element (sub of contributor).
<i>Functional Requirements</i>	Helps to define what role a contributor is regarding the object.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Authority <a href="https://id.loc.gov/vocabulary/relators.html">https://id.loc.gov/vocabulary/relators.html</a> or Literal
<i>Sub-element of</i>	<dc:contributor>
<i>Container for</i>	None
<i>Example</i>	<dnd:role authorityURI="https://id.loc.gov/vocabulary/relators.html">Artistic director</dnd:role>

## Rules

<b>Element</b>	<b>Rules</b>
<i>Element level</i>	Standalone
<i>Format</i>	<dnd:rules>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	A term that specifies whether a specific item has a certain type of rules associated with it.
<i>Functional Requirements</i>	Allows for categorization of the different types of rules for an item.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Controlled Vocab- "basic", "OG", "ADnD", "2e", "3e", "3.5e", "4e", "5e" or "homebrew"
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<dnd:rules>homebrew</dnd:rules>



<b>Element</b>	<b>Specification Information</b>
<i>Element level</i>	Sub-element, Container
<i>Format</i>	<dnd:specInfo>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	Described the visual or audio specifications of an object for use apart from physical description to describe methods of capturing object (films, videos) that are not readily apparent (audio and visual).
<i>Functional Requirements</i>	Help to document an object's audio or visual schematics.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	None
<i>Sub-element of</i>	<mods:originInfo>
<i>Container for</i>	<dnd:audio><dnd:visual>
<i>Example</i>	<dnd:specInfo><dnd:audio>dolby digital</dnd:audio><dnd:visual>2180p 4K</dnd:visual></dnd:specInfo>

Visual

<b>Element</b>	<b>Visual</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<dnd:visual>
<i>Schema</i>	local
<i>Explanation/Description of the Element</i>	Visual schematics documentation.
<i>Functional Requirements</i>	Gives better resource description of visual equipment used in production of an object.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<dnd:specInfo>
<i>Container for</i>	None
<i>Example</i>	<dnd:specInfo><dnd:visual>2180p 4K</dnd:visual></dnd:specInfo>

Dublin Core Namespace: <dc>

*Contributor*

<b>Element</b>	<b>Contributor</b>
<i>Element level</i>	Container
<i>Format</i>	<dc:contributor>
<i>Schema</i>	dc
<i>Explanation/Description of the Element</i>	An entity responsible for making contributions to the resource.
<i>Functional Requirements</i>	Documents contributors to an item that would otherwise not be categorized in other places.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	None
<i>Sub-element of</i>	None
<i>Container for</i>	<dnd:role><dnd:contributorName>
<i>Example</i>	<dc:contributor><dnd:contributorName>Hasbro, inc. </dnd:contributorName></dc:contributor>

Creator:

<b>Element</b>	<b>Creator</b>
<i>Element level</i>	Standalone
<i>Format</i>	<dc:creator>
<i>Schema</i>	dc
<i>Explanation/Description of the Element</i>	An entity responsible for making the resource.
<i>Functional Requirements</i>	Document the creator of the item
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Organization or Last name, First Name (MARC21 guidelines) if individuals are named; Authority LCNAF <a href="http://id.loc.gov/authorities/names">http://id.loc.gov/authorities/names</a>
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<dc:creator authority= "lcnaf" valueURI= "http://id.loc.gov/authorities/names/n78051760">Gygax, Gary</dc:creator>

Language:

<b>Element</b>	<b>Language</b>
<i>Element level</i>	Neither
<i>Format</i>	<dc:language>
<i>Schema</i>	dc
<i>Explanation/Description of the Element</i>	Contains the textual or coded form for the language of the content of the resource.
<i>Functional Requirements</i>	Details the item's language details.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Authority ISO639-3
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<dc:language type="code" authority="iso639-3">sjn</dc:language>

*Publisher:*

<b>Element</b>	<b>Publisher</b>
<i>Element level</i>	Standalone
<i>Format</i>	<dc:publisher>
<i>Schema</i>	dc
<i>Explanation/Description of the Element</i>	An entity responsible for making the resource available.
<i>Functional Requirements</i>	Helps to clarify the origin of the item and it makes this a searchable element so one could look for all the items under a single publisher
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Organization or Last name, First Name (MARC21 guidelines) if individuals are named
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<dc:publisher>Wizards of the Coast</dc:publisher>

Subject:

<b>Element</b>	<b>Subject</b>
<i>Element level</i>	Standalone
<i>Format</i>	<dc:subject>
<i>Schema</i>	dc
<i>Explanation/Description of the Element</i>	A topic of the resource.
<i>Functional Requirements</i>	Allows for specific subject information to be conveyed.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Authority LCSH
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<dc:subject authority="lcsch" valueURI="http://id.loc.gov/authorities/subjects/sh85047162">fantasy games</dc:subject>

MODS Namespace: <mods>

*Abstract:*

<b>Element</b>	<b>Abstract</b>
<i>Element level</i>	Standalone
<i>Format</i>	<mods:abstract>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A summary of the content of the resource.
<i>Functional Requirements</i>	Summarizes the content.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<mods:abstract>Remember that game of Dungeons & Dragons you started when you were 11? What if it never stopped? Robert Wardhaugh has been the Dungeon Master for a D&D campaign that's been going on for over 40 years. In his game, once you start playing...you keep playing.</mods:abstract>



Copyright Date:

<b>Element</b>	<b>Copyright Date</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:copyrightDate>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Date of submission of the resource.
<i>Functional Requirements</i>	Shows date of copyright for materials that can be copyrighted.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Syntax ISO-8601
<i>Sub-element of</i>	<mods:originInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:copyrightDate>2014</mods:copyrightDate>

*Date Created:*

<b>Element</b>	<b>Date Created</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:dateCreated>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A date in which a resource is copyrighted.
<i>Functional Requirements</i>	Allows for creation dates to be documented.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Syntax ISO-8601
<i>Sub-element of</i>	<mods:originInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:originInfo><mods:dateCreated> 2014</mods:dateCreated></mods:originInfo>

*Date Issued:*

<b>Element</b>	<b>Date Issued</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:dateIssued>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	The date that the resource was published, released, or issued.
<i>Functional Requirements</i>	Allows for items such as periodicals with issue dates to be documented.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Syntax ISO-8601
<i>Sub-element of</i>	<mods:originInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:originInfo><mods:dateIssued>2001 </mods:dateIssued></mods:originInfo>

Edition:

<b>Element</b>	<b>Edition</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:edition>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Information identifying the version of the resource.
<i>Functional Requirements</i>	Allows for the edition number or version number to be documented.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:originInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:originInfo><mods:edition>5th</mods:edition></mods:originInfo>

Extent:

<b>Element</b>	<b>Extent</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:extent>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Indicates runtime for moving image material or dimensions of non-moving objects, length and or size of file.
<i>Functional Requirements</i>	Allows for documentation of runtime and physical dimensions.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Syntax (time, dimensions, weight, file size)
<i>Sub-element of</i>	<mods:physicalDescription>
<i>Container for</i>	None
<i>Example</i>	<mods:physicalDescription><mods:extent>runtime: 1 hour 47 mins</mods:extent></mods:physicalDescription>

Identifier:

<b>Element</b>	<b>Identifier</b>
<i>Element level</i>	Standalone
<i>Format</i>	<mods:identifier>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A unique standard number or code that distinctively identifies a resource.
<i>Functional Requirements</i>	Documents an existing unique ID of the item.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	controlled vocabulary- LOC approved identifier types
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<mods:identifier type="isbn" invalid="yes">0877780116</mods:identifier>

Location:

<b>Element</b>	<b>Location</b>
<i>Element level</i>	Container
<i>Format</i>	<mods:location>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	The institution or repository holding the resource, the physical location of the resource, and/or the electronic location for a digital resource in the form of a URL.
<i>Functional Requirements</i>	Allows for administrative level documentation of location of resource
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	None
<i>Sub-element of</i>	None
<i>Container for</i>	<mods:url><mods:physicalLocation>
<i>Example</i>	<mods:location><mods:url> <a href="https://dnd.wizards.com/">https://dnd.wizards.com/</a> </mods:url> </mods:location>

*Nonsort:*

<b>Element</b>	<b>Nonsort</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:nonSort>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A word, phrase, character, or group of characters that contains the remainder of the title information after the title proper.
<i>Functional Requirements</i>	Will help in searches by excluding titles that start with "the" or other words that are not pertinent to the title.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Syntax- words "The" or "A"
<i>Sub-element of</i>	<mods:titleInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:nonSort>the</mods:nonSort>



Note:

<b>Element</b>	<b>Note</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:note>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	General textual information about the physical description of a resource that does not fit into physical description or abstract.
<i>Functional Requirements</i>	Helps as a place for information that does not fit into any other category.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:physicalDescription>
<i>Container for</i>	None
<i>Example</i>	<mods:physicalDescription><mods:note>item is best played in the dark</mods:note></mods:physicalDescription>

*Origin Information:*

<b>Element</b>	<b>Origin Information</b>
<i>Element level</i>	Container
<i>Format</i>	<mods:originInfo>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Information about the origin of the resource, including place of origin or publication, publisher/originator, and dates associated with the resource.
<i>Functional Requirements</i>	Allows for the documentation of an item's information related to its creation.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	None
<i>Sub-element of</i>	None
<i>Container for</i>	<dnd:authenticationType><mods:copyrightDate> <mods:dateCreated><mods:dateIssued><mods:edition> <mods:place> <dnd:formatVersion>
<i>Example</i>	<mods:originInfo><mods:edition>5 <sup>th</sup> </mods:edition></mods:originInfo>

Part Number:

<b>Element</b>	<b>Part number</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:partNumber>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A part or section number of a title
<i>Functional Requirements</i>	Allows for a volume number to be documented.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:titleInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:titleInfo><mods:partNumber>episode 1 </mods:partNumber></mods:titleInfo>

*Physical Description:*

<b>Element</b>	<b>Physical Description</b>
<i>Element level</i>	Container
<i>Format</i>	<mods:physicalDescription>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Physical characteristics/appearance of the resource.
<i>Functional Requirements</i>	Describes the physicality of the item.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	None
<i>Container for</i>	<mods:extent><mods:note>
<i>Example</i>	<mods:physicalDescription><mods:extent>runtime: 1 hour 47 mins</mods:extent></mods:physicalDescription>

*Physical Location:*

<b>Element</b>	<b>Physical Location</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:physicalLocation>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	The institution or repository that holds the resource or where it is available.
<i>Functional Requirements</i>	Allows for documentation of location of physical objects.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:location>
<i>Container for</i>	None
<i>Example</i>	<mods:location><mods:physicalLocation>Library of Congress</mods:physicalLocation></mods:location>

Place:

<b>Element</b>	<b>Place</b>
<i>Element level</i>	Sub-element, Container
<i>Format</i>	<mods:place>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A place or places associated with the object.
<i>Functional Requirements</i>	Allows for a location to be documented regarding the object.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:originInfo>
<i>Container for</i>	<placeTerm>
<i>Example</i>	<mods:originInfo><mods:place><mods:placeTerm type="text"> United States </mods:placeTerm></mods:place></mods:originInfo>

Place Term:

<b>Element</b>	<b>Place Term</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:placeTerm>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Used to express a place or places in a textual or coded form.
<i>Functional Requirements</i>	Sub-element under "place" where the location information regarding the item is documented.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:place>
<i>Container for</i>	None
<i>Example</i>	<originInfo><place><placeTerm type="text">United States</placeTerm></originInfo>

Record Creation Date:

<b>Element</b>	<b>Record Creation Date</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:recordCreationDate>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	The date or date and time when the original MODS record was first created.
<i>Functional Requirements</i>	Space for record creation date.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Syntax ISO-8601
<i>Sub-element of</i>	<mods:recordInformation>
<i>Container for</i>	None
<i>Example</i>	<mods:recordCreationDate authority="ISO-8601">202304</mods:recordCreationDate>



*Record Information:*

<b>Element</b>	<b>Record Information</b>
<i>Element level</i>	Container
<i>Format</i>	<mods:recordInfo>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Information about the record.
<i>Functional Requirements</i>	Allows for Record creation date info to be documented.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	None
<i>Sub-element of</i>	None
<i>Container for</i>	<mods:recordCreationDate>
<i>Example</i>	<mods:recordInfo><mods:recordCreationDate authority="ISO-8601">202304</mods:recordCreationDate></mods:recordInfo>

*Related Item:*

<b>Element</b>	<b>Related Item</b>
<i>Element level</i>	Container
<i>Format</i>	<relatedItem>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Information that identifies other resources related to the one being described.
<i>Functional Requirements</i>	Allows to link items to other items (allows the use of sub-elements in this category)
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	None
<i>Sub-element of Container for</i>	None
<i>Example</i>	All records elements can appear as sub-elements excluding <dnd:dndRecord> <pre>&lt;relatedItem displayLabel="Based on" type="original"&gt;&lt;titleInfo&gt;&lt;title&gt;Dungeons and Dragons Player's Handbook&lt;/title&gt;&lt;/relatedItem&gt;</pre>

*Subtitle:*

<b>Element</b>	<b>Subtitle</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:subTitle>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A word, phrase, character, or group of characters that contains the remainder of the title information after the title proper.
<i>Functional Requirements</i>	Allows for the subtitle to be documented.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:titleInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:titleInfo><mods:subTitle>This is no game.</mods:subTitle></mods:titleInfo>

## Table Of Contents:

<b>Element</b>	<b>Table of Contents</b>
<i>Element level</i>	Standalone
<i>Format</i>	<mods:tableOfContents>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A table of contents for the resource.
<i>Functional Requirements</i>	Helps document the table of contents for a source.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<mods:tableOfContents displayLabel= "Chapters">Chapter 1: Step-By-Step Characters; Chapter 2: Races</mods:tableOfContents>

*Target Audience:*

<b>Element</b>	<b>Target Audience</b>
<i>Element level</i>	Standalone
<i>Format</i>	<mods:targetAudience>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A description of the maturity level of the audience for which the resource is intended.
<i>Functional Requirements</i>	Helps to document the age level an item is geared towards.
<i>Implementation (Mandatory, Optional, Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Authority <a href="https://id.loc.gov/vocabulary/maudience/adu.html">https://id.loc.gov/vocabulary/maudience/adu.html</a> , <a href="http://www.movielabs.com/md/ratings/US/MPAA/2">http://www.movielabs.com/md/ratings/US/MPAA/2</a> , or Literal
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<mods:targetAudience valueURI="https://id.loc.gov/vocabulary/maudience/adu.html"> adult</mods:targetAudience>

Title:

<b>Element</b>	<b>Title</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:title>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A word, phrase, character, or group of characters that constitutes the chief title of a resource, i.e., the title normally used when citing the resource.
<i>Functional Requirements</i>	Space for the name of the object.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:titleInfo>
<i>Container for</i>	None
<i>Example</i>	<mods:titleInfo><mods:title>D and D Player's Handbook</mods:title></mods:titleInfo>

*Title Information:*

<b>Element</b>	<b>Title Information</b>
<i>Element level</i>	Container
<i>Format</i>	<mods:titleInfo>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A word, phrase, character, or group of characters, normally appearing in a resource, that names it or the work contained in it.
<i>Functional Requirements</i>	Allows for the sub-elements to be housed for more granularity. (title, subtitle, part number, etc.)
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	None
<i>Sub-element of</i>	None
<i>Container for</i>	<mods:title><mods:subTitle><mods:partNumber><mods:nonsort>
<i>Example</i>	<mods:titleInfo><mods:title>D and D Player's Handbook</mods:title></mods:titleInfo>

Type of Resource:

<b>Element</b>	<b>Type of Resource</b>
<i>Element level</i>	Standalone
<i>Format</i>	<mods:typeOfResource>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	A term that specifies the characteristics and general type of content of the resource.
<i>Functional Requirements</i>	Identifies what type the resource is in.
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	M
<i>Anticipated Value Rules</i>	Authority <a href="http://id.loc.gov/vocabulary/resourceTypes">http://id.loc.gov/vocabulary/resourceTypes</a> or Literal
<i>Sub-element of</i>	None
<i>Container for</i>	None
<i>Example</i>	<mods:typeOfResource valueURI="http://id.loc.gov/vocabulary/resourceTypes/txt">txt </mods:typeOfResource>



Url:

<b>Element</b>	<b>Url</b>
<i>Element level</i>	Sub-element
<i>Format</i>	<mods:url>
<i>Schema</i>	mods
<i>Explanation/Description of the Element</i>	Contains the Uniform Resource Location of the resource. (sub-element of location)
<i>Functional Requirements</i>	Allows for documentation of location of web-related objects
<i>Implementation (M-Mandatory, O-Optional, R-Repeatable)</i>	O, R
<i>Anticipated Value Rules</i>	Literal
<i>Sub-element of</i>	<mods:location>
<i>Container for</i>	None
<i>Example</i>	<mods:url>https://dnd.wizards.com/</mods:url>

Attributes:

<b>Attribute</b>	<b>Authority</b>
<i>Definition</i>	The name of the authority terms
<i>Value Rules</i>	dc:language, dc:subject,
<i>Example</i>	ISO639-3, LCSH, LCNAF
<i>Example in Use</i>	<dc:language type="code" authority="iso639-3"> sjn</dc:language>

<b>Attribute</b>	<b>AuthorityURI</b>
<i>Definition</i>	A link to an authoritative list of terms
<i>Value Rules</i>	dnd:role
<i>Example</i>	<a href="https://id.loc.gov/vocabulary/relators.html">https://id.loc.gov/vocabulary/relators.html</a> ; <a href="https://movielabs.com/md/ratings/v2.4.9/html/Summary.html">https://movielabs.com/md/ratings/v2.4.9/html/Summary.html</a>
<i>Example in Use</i>	<dnd:role authorityURI= "https://id.loc.gov/vocabulary/relators.html">Artistic director</dnd:role>

<b>Attribute</b>	<b>ValueURI</b>
<i>Definition</i>	A direct link to a vocabulary item from an authority
<i>Value Rules</i>	mods:typesOfResource
<i>Example</i>	<a href="http://id.loc.gov/authorities/names/n78051760">http://id.loc.gov/authorities/names/n78051760</a>
<i>Example in Use</i>	<dc:creator authority="lcnaf" valueURI= "http://id.loc.gov/authorities/names/n78051760">Gygax, Gary</dc:creator>



<b>Attribute</b>	<b>Type</b>
<i>Definition</i>	Describes the type of entry recorded in the element
<i>Value Rules</i>	mods:identifier
<i>Example</i>	type="isbn"
<i>Example in Use</i>	<mods:identifier type="isbn">0877780116</mods:identifier>

## Example List of Items:

<b>Type of Item</b>	<b>Item</b>
Official Gameplay Website	<a href="https://dndbeyond.com">Dndbeyond.com</a>
Movie	<a href="#">Dungeons &amp; Dragons: Honor Among Thieves</a>
Animated TV Series	<a href="#">The Legend of Vox Machina</a>
Livestream Gameplay (recorded)	<a href="#">Critical Role</a>
Rulebook	<a href="#">Dungeons and Dragons Players Handbook</a>
Rulebook	<a href="#">Dungeons and Dragons Monster Manual</a>
Comic book	<a href="#">Dungeons &amp; Dragons: Dungeon Club: Roll Call</a>
Gameplay Equipment	<a href="#">Wooden D&amp;D Dice Rolling Tray with Dice Storage Vault</a>
Official Website	<a href="https://dnd.wizards.com/">https://dnd.wizards.com/</a>
Gameplay Kit	<a href="#">D&amp;D Starter Set</a>
Rulebook	<a href="#">Advanced D&amp;D Player's Handbook</a>
Game Piece	<a href="#">D&amp;D Nolzur's Marvelous Miniatures: Gnolls</a>
Apparel	<a href="#">Roll to Hit Varsity Sweater</a>
Apparel	<a href="#">D&amp;D Throw Back Lounge Set</a>
Gameplay Equipment	<a href="#">Map of Faerun</a>
Gameplay Equipment	<a href="#">The Ritual 11 Dice Set</a>
TV Series	<a href="#">Stranger Things</a>
Gameplay Equipment	<a href="#">Faux Leather Embossed Dragon &amp; Mimic, Four-Panel with Pockets Dungeon Master Screen</a>
Gameplay Equipment	<a href="#">Mushroom Dice Set</a>
Costume	<a href="#">Adult Cattie Brie Costume</a>
Novel	<a href="#">Cleric Quintet: Collector's Edition</a>
Apparel	<a href="#">You Can Certainly Try kid's T-shirt</a>

Metadata Records Examples:

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  <dnd:illustrator>Trampier, D.A.</dnd:illustrator>
  <dc:contributor>
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dragons, including: character races, classes, and level abilities; spell tables and descriptions;
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Appendices</mods:tableOfContents>

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Hirelings; Henchmen; Time; Distance; Monster, the Term; Character Spells; Spell Table; Spell  
Explanations; Spell Casting; The Adventure; Experience; Poison; Successful Adventures; Appendix  
I. Psionics; Appendix II. Bards; Appendix III. Character Alignment Graph; Appendix IV. The Known  
Planes of Existence</mods:tableOfContents>

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Humans; Racial Preferences; Cleric; Fighter; Magic-User; Thief; Monk; The Multi-Classed Character;  
The Character with Two Classes; The Monetary System; Money Changing, Banks, Loans and  
Jewelers; Weight and Damage by Weapon Type; Clerics; Druids; Magic-Users; Illusionists; Dungeon  
Expeditions; Outdoor Exploration; Town Adventures; Encumbrance; Movement-Time and Distance  
Factors; Light; Infravision; Silent Movement; Invisible Movement; Surprise; Traps, Tricks, and  
Encounters; Initiative; Communication; Negotiation; Combat; Combat Procedures; Damage; Falling  
Damage; Healing; Obedience; Morale; Mapping; Organization; Psionic Ability; Psionic Powers;  
Psionic Disciplines: Psionic Combat; Multiple Psionic Operations; Use of Psionic Powers; Recovery of  
Psionic Strength Points; Bard Abilities; Bard Race; The Class; Bards; The Inner Planes; The Outer  
Planes</mods:tableOfContents>

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Weapon Attacks; Magical Device Attacks; Missile Discharge; Melee Combat; Example of Combat;  
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one ten-sided die showing numbers in 10s; one twelve-sided die; one twenty-sided die</mods:note>
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  <mods:abstract>"In our second expedition, we came across a world entirely populated by
strange and numerous types of fungi and mushrooms. Traces could be found locked in Shards of
Fate." - Riftgate Journeyman Talvor; Polyhedral dice with a small mushroom inclusion, perfect for that
Dungeons and Dragons druid. A fine addition to any TTRPG players arsenal. These dice are made
from resin and include the standard 7 roleplaying dice - d4, d6, d8 d10, d10 in 10's, d12, and the
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<mods:partNumber>Episode 1</mods:partNumber>

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<dc:creator>Critical Role</dc:creator>

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<dnd:contributorName>Stover, Jessica Mae</dnd:contributorName>

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<dnd:illustrator>Bouma, Xanthe</dnd:illustrator>

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    <mods:title>You Can Certainly Try</mods:title>
  </mods:titleInfo>
  <dc:contributor>SnorgTees</dc:contributor>
    <dnd:role:>distributor</dnd:role>
  <mods:typeOfResource>apparel</mods:typeOfResource>
  <mods:originInfo>
    <dnd:authenticationType>unofficial</dnd:authenticationType>
  </mods:originInfo>
  <dc:language type="code" authority="iso639-3">eng</dc:language>
  <mods:physicalDescription>
    <mods:extent>US size--kids--XS--extra small</mods:extent>
    <mods:note>black tshirt depicting a seven die in an arc over a cloaked skeletal figure with the words "you can certainly try" written on the bottom. colors of graphics and lettering are in green and yellow</mods:note>
  </mods:physicalDescription>
    <mods:abstract>That terrifying moment when you see the DM roll, and then just tell you to continue with what you are doing.</mods:abstract>
  <mods:targetAudience
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    <mods:targetAudience>6-8 years</mods:targetAudience>
  <dc:subject authority="lcsch"
valueURI="http://id.loc.gov/authorities/subjects/sh85037657">dice</dc:subject>
    <dc:subject authority="lcsch"
valueURI="http://id.loc.gov/authorities/subjects/sh85062895">Human skeleton</dc:subject>
    <dc:subject authority="lcsch"
valueURI="http://id.loc.gov/authorities/subjects/sh85039980">Dungeons and Dragons (Game)</dc:subject>
    <mods:relatedItem displayLabel="Depicted in" type="isReferencedBy">
      <mods:titleInfo>
        <mods:title>DND Dungeon Master Screen Faux Leather Embossed Dragon & Mimic</mods:title>
        <dnd:alternativeTitle>Four-Panel with Pockets DM Screen for Dungeons and Dragon</dnd:alternativeTitle>
      </mods:titleInfo>
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</mods:titleInfo>

<dc:publisher>CZYY</dc:publisher>

<mods:originInfo>

<dnd:authenticationType>unofficial</dnd:authenticationType>

</mods:originInfo>

<dnd:relationship>refers to dungeon master</dnd:relationship>

<mods:typeOfResource

valueURI="http://id.loc.gov/vocabulary/resourceTypes/art">artifact</mods:typeOfResource>

<mods:physicalDescription>

<mods:extent>folds down to 9" x 12" by 0.5"; open to 12" tall by 36" long, 2.23 pounds</mods:extent>

<mods:note>HIDES DOCUMENTS AND SECRETS - Our DM board is a great and cool way to keep your information away from prying eyes, but to allow your necessary accessories to look like they belong in a fantasy world. It's the physical representation of the separation of the Players and the Dungeon Master. PREMIUM LEATHER ARTWORK - This GM screen designed and crafted from senior faux leather, and embossed with eye-catching artwork. You can get mimic, dragon, and other cool art on the outside. The vintage embossment adds depth and excitement to the screen for DMs holding it and will increase immersion during game night! FOUR-PANEL WITH POCKETS - The DM screen is like a binder pocket in design. It has 4 panels with 4 sheet pockets (perfectly fit for A4 paper) so you could put any inserts or NPC sheets on the inside. All of the pockets are wet-erase marker compatible, so you can write down notes and erase them before your next session. PERFECT SIZE FOR GAME MASTER - Built for DMs on the go, this D&D screen folds down to 9" x 12" by 0.5" to fit inside your bag with room to spare. It stands 12" tall by 36" long with four panels, which large enough to hide several books from view, to keep your schemes and machination hidden from prying players.</mods:note>

</mods:physicalDescription>

<mods:location>

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</mods:relatedItem>

<mods:location>

<mod:url><https://www.snorgtees.com/you-can-certainly-try></mod:url>

</mods:location>

<mods:recordInfo>

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