PROGRAM TITLE: Introduction to Dungeons and Dragons

BRIEF PROGRAM DESCRIPTION: Teach people how to play a game of D & D


COST: Purchase of books and dice if not owned. Copying of Player sheets

PROGRAM PROCEDURE:
Show the kids how to play D & D. How to rollup and equip a character and play a basic intro module.

OUTSIDE PRESENTER CONTACT INFORMATION:
If you don’t know how to play D&D contact a local gaming club or individual to come and teach.

USEFUL PLANNING RESOURCES FOR LIBRARIANS:
D & D books

RELATED MATERIALS FOR DISPLAY /RESOURCE LIST FOR TEENS:
Forgotten Realms Paperbook Series
Tolkien, Lord of the Rings

ADDITIONAL COMMENTS:
Six kids is ideal but library often gets 20, don’t turn them away. It often takes all afternoon, 2-4 hours, for a large group to create characters so the game is played another day but, with a smaller group, it could be done in one session.

CONTACT INFORMATION OF LIBRARIAN SUBMITTING PROGRAM:
Exeter Public Library
Exeter, NH
603-772-3101