

PROGRAM TITLE: Introduction to Dungeons and Dragons

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

MATERIALS NEEDED: D & D Players Manual, Dungeon Master Manual, Monster Manual, D&D dice. Each player needs a player sheet, pencil and access to dice.

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 Paperback 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