

# Roll for Initiative

Dungeons and Dragons for Tweens and Teens.

Fall Session \*\* Registration Required

## TEEN 14-18

Date	Type	Time
9/8	Introduction session and character creation	5-7pm
9/15	Sit-down session campaign start	5-7pm
9/22	Campaign day 2	5-7pm
9/29	Campaign day 3	5-7pm
10/6	Campaign day 4	5-7pm
10/13	Story wrap up and level characters.	5-7pm

## TWEEN 10-13

Date	Type	Time
9/8	Introduction session and character creation	5-7
9/11	Sit-down session campaign start	10-12
10/16	Campaign day 2	10-12
10/23	Campaign day 3	10-12
11/20	Story wrap up & level characters	10-12

Dungeons & Dragons is storytelling game. It is a way to build connections with others, "Test drive" parts of ourselves, and stretch our creative muscles.

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