

RPG DECREE OF CONDUCT

Hear ye, hear ye. Let it be known! It is hereby decreed that all subjects shall obey the following orders whilst questing, dungeon crawling, or otherwise exploring:

1. Players and characters of all ancestries, archetypes, experience levels, identities, and backgrounds are welcome at this table and in this adventuring party.
2. Harassment, intimidation, bigotry, and offensive behavior shall not be tolerated. A spell of permanent banishment shall be cast upon all offenders.
3. All players and characters bring useful skills, abilities, and ideas. All shall be allowed to actively participate in actions and decisions. Tyrants and despots who wish to rule over or silence others will be deposed.
4. We have gathered here to have adventure and fun. Arguing over rules and scouring through thick tomes wastes limited gaming time. The Mentor shall serve as arbiter and efficiently make rulings with final authority.
5. Adventuring is deadly! Players shall neither whine nor mope when characters are murdered, mutilated, maimed, mutated, shredded, ripped, burned, melted, smashed, thrashed, bashed, sliced, diced, chopped, crushed, slaughtered, devoured, broken, destroyed, decimated, obliterated, disintegrated, wiped from existence, or otherwise incapacitated. The Mentor shall ensure all players remain engaged and can participate for the duration of the game. Characters may perish, but players will play on!

Now let us journey forth!

