

1. *Be civil.* All players, (and DM's!) are expected to refrain from insulting or offensive statements and actions. Everyone has different tolerances for descriptions of violence, so please keep such descriptions "PG," we want all players to feel welcomed and comfortable at the library. This rule is most important and what is considered inappropriate behavior will be determined by the library staff running the program. First time infractions will be pointed out by the DM, second times will result in the player being asked to leave the game for the evening.
2. *Be patient.* Give each player their time to speak. It can be tempting for experienced players to quickly make suggestions, overriding the ideas of new players. This is the opposite of what we're going for here at RRPL, we are committed to presenting a gaming experience suited to newcomers who want to see what this D&D thing is all about.
3. *Be respectful.* If you disagree with an idea or perspective of another player please offer your own viewpoint politely. And please, keep commentary about real-world politics, religion, etc., away from the table -- this is a game of escapist fun and fantasy, let's keep it that way!
4. *Be a good sport.* Dice rolls don't always go our way, and sometimes our "perfect plans" may be outvoted by the rest of the group. That's all just part of the game.
5. *Be prepared.* The possibility of character death is part of the excitement of playing this game. Your character could even die in the first encounter. If and when it happens, fear not -- it won't be long before you're back in the game with a new character. As with other types of games, you learn from your experience and move forward.

The ones below aren't so much "rules of conduct" as they are general info about our game.

6. In the interest of time, all characters will be pre-generated. The first roll of the game will be what order players get to pick from the roster of pre-generated characters. There will be more versions of the four core classes, (Fighter, Magic-User, Cleric, and Thief) and fewer versions of the demi-human classes, (Dwarf, Elf, Halfling). Some will have better stats than others, so what order you get to pick your character is a crucial role. May the dice favor you!
7. There will be 6-8 sessions of this first attempt at hosting D&D at RRPL. The adventure will be conducted so that players can drop in and out, if you do not attend the game, your character is resting in a safe place. Then, when you can return for another session, your character 'catches up' and joins back in!
8. If you're interested in more details about the rules system, house rules we'll be using that modify the core setup, and other info, please see our 'House Rules' sheet