



TeenHQ D&D Teen Meet Ups aim to provide teens (Grades 6-12, Ages 11-18) with an inviting, safe, and relaxing environment where they can build friendships and use their imaginations to create new worlds and go on epic adventures.

Dungeons and Dragons Code of Conduct

- ◆ Thou shalt respect the library and its staff members.
- ◆ Thou shalt respect the Dungeon Master(s).
- ◆ Thou shalt respect fellow D&D players.
- ◆ Thou shalt make all teen attendees feel welcome and comfortable.
- ◆ Thou shalt use appropriate language.
- ◆ Thou shalt not use violence in real life (This is acceptable ONLY in the game)
- ◆ Thou shalt not use, abuse, or sell illegal substances (in or out of the game – This includes alcohol as you are all under the age of 21...even if your character is not. Alcohol is forbidden in our D&D universe(s).)
- ◆ Thou shalt be uplifting. Derogatory behavior will not be tolerated. This includes, but is not limited to: slights against intelligence, gender, sexual orientation, race, etc. (Even if you're "just kidding." It is unacceptable).
- ◆ Thou shalt clean up after thyself. (Messess left after a program will result in the banning of all food and beverages).
- ◆ Thou shalt not use modern technology (except to message/phone a parent/guardian or for DMs to hold their campaign).
- ◆ Thou shalt not canoodle or sell/purchase canoodling (in the game or out of the game). This includes kissing, cuddling, excessive physical affection, nakedness or baby-making.

To wrap up – no gratuitous violence, no illegal substances, no bad language or sex, and be nice to each other.

If anyone breaks the Code of Conduct, notify the Dungeon Mother (aka the Reference Librarian) immediately.