



# D&D Adventurers League Singapore Community Code of Conduct

Updated: 1 June 2020

We, Dungeons & Dragons Adventurers League Singapore Community (DDALSG), advocate a culture of **friendship, solidarity, respect** and **responsibility**.

As such, behavior that impacts the enjoyment and/or safety of participants may result in disciplinary action; potential ejection from events without a refund at the discretion of organisers, or bans from organised play at all associated events and game stores.

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## **Friendship**

- Strive to be **polite, friendly** and **welcoming** to your fellow community members. People from all walks of life are here to have fun together!
- Be **patient** and **understanding** towards the needs of other players, who may require additional time or assistance in order to enjoy the game. Remember, D&D is a party activity.
- Give other players a fair chance to shine, be **gracious** and share the spotlight. Don't talk over them and let them make their own gameplay decisions.

## **Solidarity**

- D&D is a game that requires **teamwork** and **cooperation**. Work together to achieve objectives and don't undermine the efforts of other players.
- Don't be afraid to **communicate** with other players and express your expectations for the game and your preferred playstyle. Party conflict happens all the time, be **kind** when handling any disagreements.
- Let everyone have a **fair** chance to enjoy the adventure without spoiling plot points or encounters by metagaming. This applies even if you are just spectating!
- Keep your volume levels manageable. We get that you're having fun, but you don't want to rouse the ire of other adventurers! This can be disruptive to other games in progress.

## **Respect**

- Treat your fellow players with dignity, be **mindful** of your language (watch that Vicious Mockery) and **respect boundaries** when discussing sensitive topics and how others wish to play.
- Be **attentive** during the game. Pay attention to your Dungeon Master and avoid excessive use of electronic devices for non game-related purposes. You don't want to miss important cues!
- **Respect the property** of others; clean up after yourself and don't damage property or engage in disruptive behaviour. Theft and similar offences will be reported to the organisers.
- Harassment is **NOT** tolerated in any shape or form and will be dealt with harshly. This extends to harassment both in and out of game, and using your character as an excuse for such behaviour is not acceptable. If you encounter or witness harassment, you may report it to your Dungeon Master, directly to the organisers of the event, or email us at [ddalsingapore@gmail.com](mailto:ddalsingapore@gmail.com) to submit a written report.



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## Responsibility

- **Own** your choices and actions both in and out of character, be willing to apologise for your mistakes and accept the consequences. Learning from them is how you level up!
- Your belongings are your own responsibility, as is any lost or stolen property. Don't leave your items unattended, or they may be mistaken for loot.
- Minors and familiars must be **supervised** at all times. Any that are under 12 must be accompanied by an adult. Disruptive behaviour may result in a temporary Banishment from the venue until calm.
- **Personal hygiene** helps with Charisma checks, so be sure to be in top form. If you're feeling unwell, consider sitting out to spare others Constitution Saves.

## Convention Participation

- Attendees at conventions are expected to adhere to the house rules of the convention in addition to the DDALSG Code of Conduct.
- Attendees should not gain entrance to the convention by unlawful means. If you are found to not be in possession of a valid pass or ticket, the convention reserves the right to remove you from the event.

## Playing Online

- Our Code of Conduct applies to all games run on the official DDALSG Discord server.
- Be **courteous** and ask Dungeon Masters for permission before you spectate their games. If you are listening in, be sure to mute your mic and keep those text chat channels clear for the players.
- **Patience** is key to helping those that are new to the platform enjoy the games. Help out others that may not be as familiar with Discord or Roll20 to keep games moving smoothly!
- Help make it easier for Dungeon Masters to contact you about their games by using the **same names** on Discord and Warhorn, and have your **character details** ready to share at any time.

## Reporting Violations

- If at any time you feel unsafe or threatened, or if you notice a violation of our Code of Conduct, you may inform your Dungeon Master and the event organizers immediately.
- You may also submit a written report to the admin team at [ddalsingapore@gmail.com](mailto:ddalsingapore@gmail.com).