

Introduction

By request, this document contains the homebrew materials that Cedar Mill & Bethany Community Libraries use in our monthly Dungeons & Dragons 5e games. We provide our volunteer Dungeon Masters with a setting, a starter set of non-player characters (NPCs), and a code of conduct that everyone (including players) must follow. Although we only run oneshot games rather than long campaigns, we still want players to have a sense of continuity, like a sitcom. The plot changes and conflicts must be resolved by the end of each 'episode', but the setting and some of the characters remain the same month to month.

The world and the NCPs are designed to be flexible and inspiring, and we encourage our DMs to build upon them. They may modify Seawynne to fit their games and DM style, but they are not allowed to make drastic changes that might affect someone else's table (i.e. half of the island falling off into the sea). If a volunteer has a really spectacular idea, we encourage them to share it with the other DMs in Discord.

If you have any questions, please feel free to email Christine (christinew@wccls.org) and Sabrina (sabrinah@wccls.org).

[Setting - The Island and Town of Seawynne](#)

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Town of Seawynne

History and Population

The island of Seawynne is a tiny landmass in the Whaeldrake Sea about 10 miles from the continent. It is mainly covered in untamed forest, and the only inhabited area is a port town also called Seawynne. The original settlement was built and inhabited by sea elves who mysteriously disappeared over a century ago, leaving the structures abandoned. Some decades later, a group of refugees fleeing war on the continent landed on Seawynne and made the town their new place of residence. It has been four generations since they arrived. While a few of the eldest still vividly remember the conflict, most are happy to forget about it and focus on rebuilding their lives.

The population of Seawynne is about two thousand people. It is mix-raced, with roughly 50% human and 50% other races (elves, half-elves, dragonborn, dwarves, gnomes, half-orcs, halflings, tiefling). The majority are of working age (for humans, age 24-64 years old), and the death/birth and emigration/immigration ratios are nearly 1:1, so population numbers are relatively stable. As a port town, Seawynne receives visitors from all over the world and from all backgrounds. They are not wary of strangers and greet people of other races, cultures, and faiths with open-minded amicability. The majority are agnostic, and the government is secular.

The people are generally fair, open-minded, and welcoming. As a collectivist culture, they prize group harmony over individualistic freedoms, and while they can tolerate eccentricities, they reject anything that might harm the community as a whole. They are generous with their time and possessions and greatly value collaboration. Social support and equity are very important. However, they are also

hardworking, resilient, and practical, and pragmatism tempers them from being generous beyond their means or abilities. They cannot abide stinginess or greed.

Seawynne does not have an official language. As a thriving port town and trading hub, they have visitors from all over the continent and beyond, so many different languages can be heard on the streets and in public spaces. Schooling, government, and most businesses are conducted in Common.

Economy

Seawynne has a robust trade industry with the continent. Because most of the island is taken up by The Drearhollow Woods, there is no land for growing crops or raising farm animals. Seawynne must import all of its food (besides seafood) and basic necessities. However, its main export is high-quality goods. The townsfolk are almost all artisans and skilled craftspeople, and they create exquisitely-made weapons, armor, jewelry, textiles, furniture, rugs, trinkets, and other luxury items. Seawynne-produced merchandise is highly prized throughout the world, and demand is always high, so the town has been able to maintain good diplomatic and trade relations with the nations and city-states on the continent. Seawynne's economy is thriving, and a robust system of social services and programs ensures that all residents are fairly well-off and well-educated.

The wares produced in Seawynne are all nonmagical. While magic is not unknown in Seawynne, it was tradition among the original refugees to create using only one's hands and hard work, and today, the craftspeople take pride in producing premium goods without using or infusing magic. Any artisan that dares to dabble in magic is shamed for being lazy and untalented. Shopkeepers may purchase magical items from visitors, but only to resell them to people on the continent; in general, they will not stock them in their stores or keep them for themselves.

Trade is highly regulated by the government, as the majority of its income comes from import and export taxes. Not all of Seawynne's residents are happy with the council's labyrinthine business laws and list of banned items, so several illicit smuggling operations have popped up in recent years. They use a system of coastal caves and Seawynne's elaborate underground sewer system to move goods in and out of town. Nevertheless, it is not without its dangers; feral sewer gators descended from the fabled sea dragons (after which the Whaeldrake Sea was named) and other urban monsters make smuggling a perilous venture. Smuggling has been a persistent issue and annoyance for the illustrious Delacroix family in particular (see NPCs).

As a trade port that deals with multiple nations and city-states, Seawynne is happy to take any kind of coin or simply trade in goods. The government determines the exchange rate as needed. Most people are scrupulous with their recordkeeping and do not let debts go unpaid for long.

Defenses

The town is only minimally defended. The residents are mainly concerned with attacks from monsters in the Drearhollow Woods, and thus far, the preexisting exterior walls around Seawynne have been sufficient in repelling them. On the sea and around the ports, the Delacroix family employs a small three-ship navy, staffed by part-time marines, to protect their shipping interests and root out smugglers, but they are not authorized by the council to interfere with normal citizens.

Internally, Seawynne does not have a local militia or police force. Though weaponsmiths and armorers happily produce wares to sell to the continent, they do not use them themselves on the island. Peace is enforced by the Neighborhood Network, a group of concerned citizens that are authorized to detain

miscreants only in extreme circumstances. The people of Seawynne prefer to discourage and prevent antisocial behavior through educational community engagement programs.

In summary, the town is unprepared for serious conflict or attack.

Government

Seawynne is governed by a council of three elected representatives and their aids. Councilors are chosen every four years by ranked choice voting. There are stringent laws in place to regulate campaign finances, debate etiquette, and promotions and marketing. There is not currently a limit on the number of terms one person may serve on the council.

The current councilors are Jerold the Magnificent, Harriet Delacroix, and Belha Beetletrix (see NPCs). All residents may write and suggest laws to the council, and after lengthy public debate, the councilors decide which ones to ratify. Their aids are responsible for evaluating the efficacy of the community's vast network of social programs and reallocating funding as needed.

Overregulation and over taxation are common complaints amongst some of the tradespeople, which has led to the organization of several smuggler groups. But in general, the council and its members are well-liked.

Places Around Town

The Salty Serpent Tavern

The Salty Serpent is the biggest tavern and inn in Seawynne. Located right next to the ports and docking ships, it welcomes visitors from all over the world and, as is rumored, may have once hosted royalty. The building is partially constructed from the hull of one of the original refugee ships, and its interior is obnoxiously nautical-themed. It has a reputation for comfortable beds, good food, and excellent service. Its owner and proprietor is Iliza Spenghold (see NPCs). Despite its name, it only serves nonalcoholic drinks.

The Library and Town Archives

One of the grander buildings in town, the Seawynne Library is an imposing edifice of pale marble, engraved by some of Seawynne's finest artisans with scenes of town history, sea lore, and local legends. It is staffed by a small fleet of librarians and archivists who are assisted by a healthy number of volunteers. Visitors can find walls upon walls of books for pleasure reading and learning, histories of the town, biographies of its founders and most prominent politicians and artisans, as well as a particularly large maritime section, featuring a vast collection of nautical maps, star charts, and atlases.

The library also houses the Town Archives, a repository of residential genealogy, city plans and maps, building permits, council member voting records and legislative agendas. The head archivist also maintains a small, little known collection of relics from Seawynne's previous residents, featuring ancient accounts of the sea elf civilization that existed here before the refugees arrived and built on top of the ruins. Some of these accounts are in a lost tongue, and no living resident of Seawynne is capable of deciphering them. These materials are exceedingly rare and fragile, so access is not allowed to the general public.

The Ruins/The Cult of the Rising Tide

When the refugees came to Seawynne, they found most of the buildings in-tact and inhabitable, though in need of some minor structural repairs. They were able to restore most of them, combining the existing waves-and-shell motifs with their own aesthetic sensibilities, except for a block of buildings in the southwest corner. There have been many attempts over the years to renovate and restore it (and even, in one memorable occasion, plans to demolish it), but every time construction began, inevitably, a terrible accident would occur. Equipment broke at crucial moments, workers found threats nailed to their doors, and building materials were mysteriously destroyed. After years of failed construction, the townspeople gave up and accepted that the site was cursed and to be avoided at all costs.

Unbeknownst to them, the ruins house the last remnants of the Cult of the Rising Tide. This insular group of sea elves, considered strange and reclusive even by their peers, lingered in Seawynne after all of their kin disappeared into the Drearhollow Woods. In the southwest block, they erected a temple to the eldritch god Golathulal, who they believe will someday rise from the ocean and drown the sun, plunging the world into darkness and flooding the earth so all life would return to the water. They have been sabotaging all efforts to renovate their block of buildings.

In deference to their god, the cultists refuse to eat fish (instead choosing to subsist on lichen and seaweed) and decorate themselves in washed-up kelp from the beach, offal left behind by sea birds, and the bones of sea dragons. Some have mutilated their bodies to appear more fishlike.

The Cult of the Rising Tide has yet to be revealed to the townsfolk at large, though some townspeople may catch glimpses of them every now and then. Rarely, a battered copy of one of their sacred texts can be found in secondhand shops, or their strange markings may be spotted around town etched into walls and on the ground. They occasionally make use of the smuggler tunnels. In recent years, they have been quietly recruiting townspeople and inducting new members. Perhaps they're planning something big...?

Landmarks Outside of Town

The Drearhollow Woods (The Hollows)

Besides the coast where the settlement is built, the island of Seawynne is covered by the Drearhollow Woods (colloquially known as The Hollows). The trees are thick and towering; the undergrowth wild and perilous to traverse. Sunlight barely penetrates the canopy, so the forest appears dark and haunted even at the height of day. Animals are heard but rarely seen. There are no paths or roads cut through the woods for travelers. The townsfolk are greatly afraid of it and adamantly refuse to enter it. It is well-known that nightmarish creatures lurk in its depths: occasionally, one will emerge and try to attack the town.

Rumors and stories about The Hollows run wild throughout Seawynne, particularly in The Salty Serpent tavern, and all agree that those who venture into the trees are never seen again, though reasons behind the disappearances vary. At least one or two people disappear every year, lured by foolhardy tales of lost treasure and sleeping gods.

The Mists

A deep, opaque fog covers the northwest quadrant of The Hollows. The icy chill saps strength and resolve, and the endless, rolling white befuddles the senses so those who enter lose all sense of direction, purpose, and, in time, identity. People are lured into the mists by enchanting voices, beguiling visions, or magical compulsion. The veil between worlds is weak in this part of the forest, and if a lost

traveler manages to find a way out, they may find themselves on a different plane entirely, far from home with no way to return.

It is possible that the original sea elf inhabitants of Seawynne disappeared en masse into the mists, pulled like the tide by an unfathomable longing for some otherworldly sea. Where they went - if, indeed, they went anywhere at all - remains a mystery.

Muggy Maggie's Bog

A fetid, stinking wetland seeps out from the southeast corner of the Hollows, spilling past the treeline towards the shore. It is said that a Hag, Muggy Maggie Muckraker, lives here (see NPCs). The bog, like the rest of the forest, is infested with strange and terrifying monsters.

Mournstead Necropolis

The original sea elves of Seawynne held burials at sea, returning the bodies of the departed to the ocean from which they came, so their remains are not found anywhere on the island. However, the refugee settlers brought with them the custom of interring the dead. Mournstead Necropolis is the newest structure on Seawynne, designed and constructed specially upon arrival to the island. It is located five miles east outside of the town, rather than in it due to space constraints. While families with more modest means use simple, carved stone or wooden slabs to mark their burial plots, wealthier families employ specialized craftspeople to create elaborate tombstones and memorial statues. The most prominent structure is the Delacroix family mausoleum.

Despite its grandiosity, Mournstead Necropolis is not well-maintained. In order to reach it, people must leave the safety of Seawynne's walls and expose themselves to attacks from monsters from The Hollows. Individual grave visits are rare, and joint funerals are popular to minimize the frequency with which mourners must travel to the cemetery. Thus, the Necropolis has fallen into a state of disrepair and gothic gloom, and the dead are largely left to rest in peace. ...Or are they?

The Lighthouse

An essential part of Seawynne, this tall, imposing edifice keeps incoming ships from crashing into the coastline. It was built by the refugees to facilitate their burgeoning trade and economy and is maintained by the lighthouse keeper, Barnabus Powell. The townspeople often wonder what strange, mysterious things he gets up to alone in his tower. The lamp is fueled by powerful magic, and local superstition says it repels the fabled sea dragons from claiming the island as their lair. Some scoff at this, for sea dragons have never been spotted, and the island existed for ages before the lighthouse was erected. But others say if ever the light goes out, doom will be upon them, and Seawynne will sink into the sea.

Smuggler's Cove

This small inlet west of Seawynne is located near the end of the sewer system that runs underneath the town. It is hard to spot from town, so smugglers use it as an area for loading and unloading illicit goods. The goods are then transported back into Seawynne via the tunnels. The bay is just big enough to fit one of the quick frigates the smugglers prefer to sail.

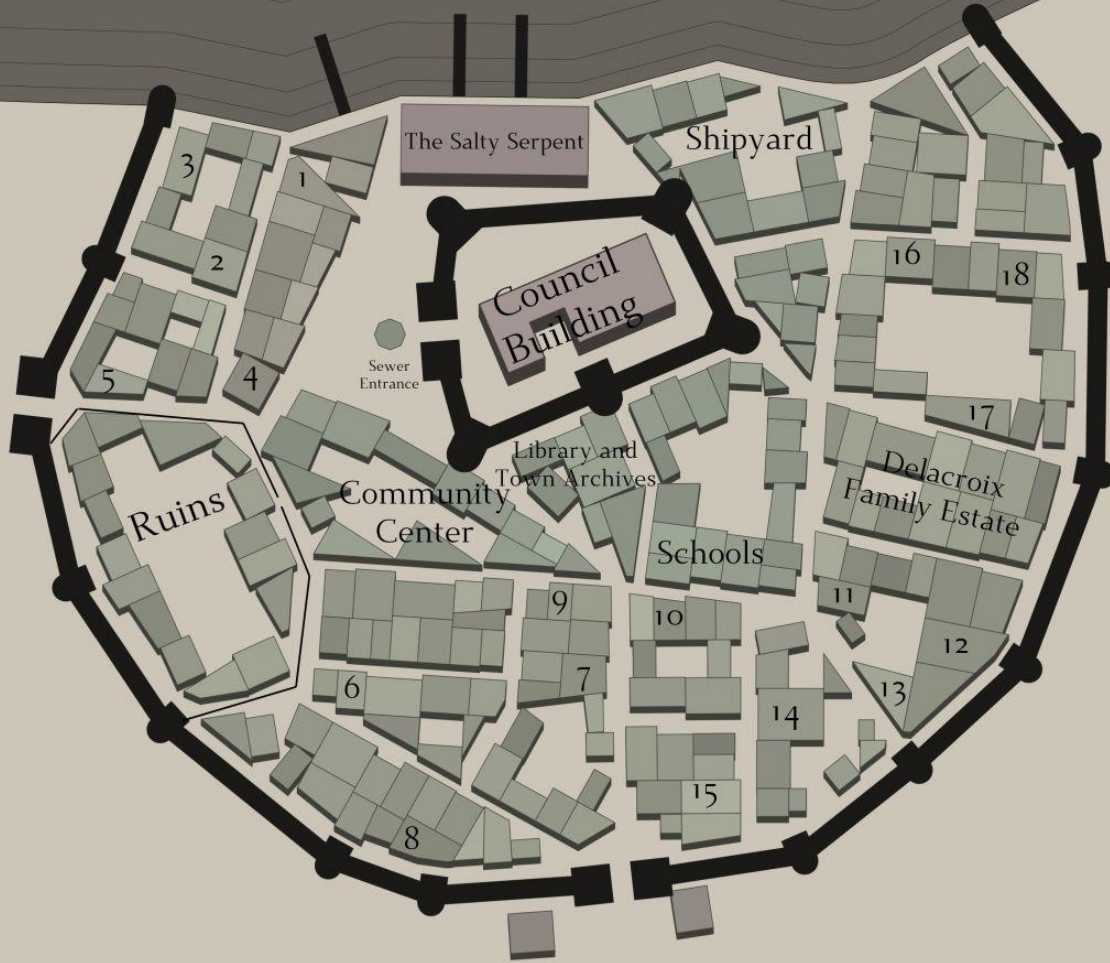
Maps



(Created with [Inkarnate](#))

Seawynne

Whaeldrake Sea



Legend

- | | | | |
|---------------------|--------------|---------------|----------------|
| 1. General Store | 6. Cobbler | 11. Doctor | 16. Blacksmith |
| 2. Bookshop | 7. Tanner | 12. Bathhouse | 17. Armorer |
| 3. Cooper | 8. Dye Maker | 13. Herbalist | 18. Fletcher |
| 4. Pet Store | 9. Carpenter | 14. Theater | |
| 5. Second Hand Shop | 10. Tailor | 15. Teahouse | |



(Created with the [Medieval Fantasy City Generator](#))

NPCs

Familiar Faces Around Seawynne

Belha Beetletix (Councilor)

Appearance: Female dwarf with umber skin and bleached, permed hair. Has very good teeth. Tall for a dwarf. Always wearing an apron.

Backstory: The newest member of the council and a former homemaker with twelve children who campaigned on a platform of strong family values. Her husband is the head of the Neighborhood Network. A chatty, nosy busybody, her hobby is collecting gossip, so she is usually the best-informed of the three councilors. Though she seems sweet on the outside, she's actually a bit of a backstabber. She is dedicated to Inuea, Goddess of the Hearth. Public opinion of her is lukewarm, and she was elected mostly because everyone was tired of her predecessor. Unbeknownst to her, one of her kids is going through a rebellious phase and joined the Cult of the Rising Tide.

Demeanor: Speaks in a high, motherly, slightly patronizing voice. Exaggerates and overuses superlatives. Begins many of her sentences with the phrase, "As a mother...". Touches people a lot to get her point across.

Goal: Outwardly, to make Seawynne a safe, prosperous place for all. Inwardly, to get back at all of the people who were mean to her at school.

Dexter Goodenough Curwen (High Priest of Golathulal)

Appearance: Sea elf of unidentifiable gender, bald, with bulging eyes. Stands hunched over under the weight of the dorsal fins on their back. Wears tattered robes, a scarf made of decaying seaweed, and jewelry made out of fish bones. Has scars on the side of their neck that look like fish gills and extra thick webbing between their fingers.

Background: A High Priest of Golathulal and a leader in the Cult of the Rising Tide. Long ago, when the sea elves still dwelled in Seawynne, they allegedly discovered an ancient, sacred text that described the ritual needed to summon the eldritch god. But nobody else has ever seen it, and the rest of the cult has no choice but to believe that Curwen is leading them in the right direction. They believe the other sea elves' disappearance was Golathulal's doing, even though they have no proof. They are especially talented at organizing sabotage against all attempts to renovate the ruins.

Demeanor: Has a squeaky voice and sometimes bursts into theatrical villainous laughter. Speech often dissolves into sermons and rants about Golathulal and the coming drowning. It's hard to get a straight answer out of them. They insist on being wet at all times and have an acolyte whose sole job is to follow them around and douse them with sea water at regular intervals.

Goal: To raise the eldritch god Golathulal and take over the world.

The Delacroix Family

The wealthiest and most influential family in Seawynne. Originally shipwrights, they rapidly rose to prominence and power among the refugees simply by having control over the only method of getting on and off the island. Their main concerns are in trade and diplomacy, though they invest in a little bit of everything. They maintain Seawynne's small three-ship navy and employ all of the part-time marines.

Outwardly generous, it is common yet unspoken knowledge that the Delacroix are usually working for their own self-interests, rather than for those of the town.

Ethrec Delacroix (Lead Smuggler)

Appearance: Male halfling, sandy skin with mischievous gray eyes and unruly dark hair that he keeps slicked back. Nimble and limber. Dresses in whatever fashion will help him blend in with his peers.

Background: A smuggler and first son of the branch family. Charming, rakish, and popular with his peers, he is too far down in the line of succession to ever inherit anything meaningful, so he desperately wants to make a name for himself away from his family's influence. But he wants success to come quickly and easily, so he has turned to smuggling rather than get a proper job. He has a personal entrance to the tunnels underneath Seawynne in his house; one of the main routes runs directly under his bedroom. His smuggler underlings, whom he recruited from the Delacroix family navy, are very loyal to him.

Demeanor: Charismatic and persuasive, quick to smile but also quick to become snappish. Code switches between upper class customs and smuggler etiquette easily. Peppers his speech with smuggler vocabulary. Can appraise the approximate value of anything with just a glance. Kind of likes getting into fights, even though he's an average combatant. Becomes very clumsy when his crush is nearby.

Goal: To have fun, make money, and get away from his overbearing family.

Harriet Delacroix (Councilor)

Appearance: Female halfling, sandy skin with flinty eyes and dark hair pulled back into an impeccable bun. Dresses expensively and in the latest fashion. Carries herself upright so she looks taller than she actually is. Looks shrewd but is actually dumb.

Background: The third daughter of the main branch of the illustrious Delacroix family. She is the most cultured, well-mannered, and trendiest of the three councilors, attracting admiration and jealousy from many of the townsfolk. She has a forceful, somewhat haughty personality and campaigns hard for things that will benefit her family, but she's kind of dumb and makes decisions that end up harming them more often than not (for example, a cousin might talk about how hard it is to keep up with the demand for purple cloth because the dye is so expensive, so she tries to ban the color purple entirely). While not the black sheep of the family, the Delacroix find her somewhat embarrassing, and if they could get her out of office, they would. But she remains fairly popular with the townspeople. She is oblivious to the fact that her cousin Ethrec is a smuggler and reveres her great-grandmother Verpassa.

Demeanor: Carries an air of refinement that is immediately dispelled the minute she opens her mouth. She is not snooty, but she tends to be slightly out-of-touch with commonfolk. Jumps to conclusions too quickly, gullible and accepts things without question, and becomes shrill when things aren't going her way. Has a posh accent, if you can manage it.

Goal: To create and pass laws that will advance her family's goals and generate good publicity. In particular, to put an end to smuggling.

Verpassa Delacroix (Matriarch and Head of the Delacroix Family)

Appearance: Female halfling, ancient. Sandy, wrinkled skin that unflatteringly sags and white hair kept short in a neat pixie cut. Uses an ornate silver cane to help her get around. Wears long strands of pearls looped around her neck to show off her status and big, round bifocal glasses on a chain.

Background: The formidable head of the Delacroix family. Thanks to her family's vast wealth and connections, she commands so much power around town that most people fall over themselves to do whatever she's asked. Of the first generation to grow up on Seawynne, she still remembers the very early days of settlement, reconstruction, and hardship, and she will do all she can to maintain the town's current prosperity. She occasionally and very secretly takes tea with Barnabas Powell, the lighthouse keeper, and they reminisce about old times. She hates smugglers and suspects - but can't prove - that Ethrec is involved with them. These days, she worries most about what stupid thing Harriet is going to say next.

Demeanor: Super old, but her mind is still sharp. Grumpy and impatient, she gets straight to the point and is blunt nearly to the point of rudeness, which she excuses simply by being an extremely old lady. She's very concerned with public opinion of the Delacroix and tends to micro-manage her family. Risk averse.

Goal: To maintain the Delacroix family's wealth and social standing. Less important, maintaining Seawynne's prosperity.

Iliza Spenghold (Proprietor of The Salty Serpent Tavern)

Appearance: Female half-elf, copper skin with graying curly hair pulled up in a ponytail. Tall and willowy but has an obvious beer gut. Missing three fingers on her left hand. Her boots tend to track sand everywhere, even though she never goes anywhere near the beach.

Background: The second-generation owner of the Salty Serpent, which she inherited from her refugee parents. She's seen a lot of outlandish stuff in her years and likes to regale customers with tales of drunken brawls, thrilling ship races, the strange habits of her most famous clients, and other hijinks from days long since passed. She also has a long memory of the people who have passed through her inn, including any ill fates that might have befallen them. She is especially zealous about warning people away from the Drearhollow Woods after knowing one too many friends and customers that disappeared within its leafy depths.

Demeanor: Calm and mellow, she's seen it all, so nothing fazes her much. Speaks slowly and hums to herself. She's always looking to hear or share a good story. Hardy and becomes quite scary when her customers or staff behave badly. A math whiz who can calculate sums instantly. She's always got spare change in her pockets.

Goal: To serve her customers and one day find out what happened to Helenis, a longtime friend who disappeared a decade ago.

Jerold the Magnificent (Councilor)

Appearance: Male tiefling, purple-blue skin and curved green horns. Frosted the tips of his hair, and it looks bad. Crooked nose that's been broken at least twice. Dresses in flashy colors and busy patterns.

Background: An ex-magician who loves cake. He was a popular performer at children's birthday parties until one too many of the little brats tried to use him as a jungle gym, and his back gave out. He is now retired from magic tricks, but he still wanted to make a difference in the lives of Seawynne's youngest, so he joined the council. He is passionate about improving the public education system. Always cheerful, optimistic, and friendly, he is extremely popular among the townsfolk, but he's weak-willed and tends to be railroaded by his colleagues. He makes all of the speeches but not many of the decisions.

Demeanor: Speaks quickly in upbeat tones and babbles in run-on sentences. Uses lots of hand gestures, is quick to smile, and nods frequently. Has big showmanship energy. But he gets flustered easily and sweats profusely when nervous. He keeps candy in his pockets for kids.

Goal: To pass laws that benefit and improve the lives of children, particularly ones that affect the schools.

Eccentric and Menacing NPCs on the Outskirts of Town

Barnabus Powell (The Lighthouse Keeper)

Appearance: Craggy, weather-worn face, white hair and a bushy salt and pepper beard. He has piercing blue-gray eyes that peer from under overgrown eyebrows. Keeps clean but his clothes are threadbare and much-mended.

Background: Vital to the survival of Seawynne in his role as Lighthouse Keeper, Barnabus is a cornerstone of the town yet still a social outcast. Old as dirt, he has lived in the lighthouse for as long as anyone in the town can remember. He's widely considered to be mad or senile, but is still very capable at his job. Constantly trying to recruit an assistant, Barnabus is always looking for someone younger to help him maintain the lighthouse and perhaps even train as an apprentice, but the position remains permanently open.

Demeanor: His speech is gruff and a little old fashioned (uses “ye” in place of “you”), but he’s always polite in his own way, removing his hat when he walks indoors and bowing his head in greeting to people he passes on the street. He likes to trap people in conversation and tell long, drawn-out stories about the days of yore, but is also prone to stopping midsentence to stare out at the sea, completely forgetting what he was saying.

Muggy Maggie Muckraker (Female Hag)

Appearance: Female hag with green skin, a wart-covered crooked nose, pointed yellow teeth, and bones woven into her long, stringy, greasy gray hair. Her hands are knobby, and she stands hunched over. Classic witch, basically.

Background: A local folk legend who, as it turns out, actually does exist. She dwells in the bog in the southeast corner of the Drearhollow Woods, where she has lived even before the time of the sea elves. When the refugees first came to Seawynne, she used to slip into town at night to play tricks and leave treats. But as the population grew, she decided to retreat back to her bog. Parents in Seawynne intimidate their kids into behaving by saying things like, "If you don't do [thing], Muggy Maggie will kidnap you in the night and turn you into soup" and "If you're good, Muggy Maggie might bring you a treat tonight." Rumors say she will grant wishes for the right price, but those who seek her out are never heard from again.

Demeanor: Speaks in riddles and cackles when she inevitably outwits someone. A trickster at heart, she is more playful than meanspirited, but she is wildly unpredictable and follows her whims. Her moods change quickly. Adept with primal magic, she is so powerful that she can grant wishes, though she usually interprets them in a monkey's paw-esque manner, and wishers may come to regret asking for her aid.

Zolthar Ravensblood aka Mike (The Necromancer)

Appearance: Tall and gangly, very thin and underfed. Greasy black hair that hangs over his black eyes, which are deeply shadowed in his pale, gaunt face. Wears all black.

Background: Zolthar Ravensblood is not his given name, but the one he chose for himself when he took up residence in the Necropolis. Moody and lonely, he’s known to be seen skulking behind gravestones and has set up a small squatter’s camp in one of the mausoleums. Largely a considered a menace for making mourners uncomfortable and leaving candlewax everywhere from his failed rituals. His dream is to become a Lich, but his efforts towards achieving this goal have heretofore been unsuccessful.

Demeanor: Prefers to keep to himself, but does routinely sneak into town for supplies (candles, goat blood, and snacks). Becomes startled when spoken to or acknowledged in any way by other folk, he prefers the company of the recently (and if necessary, not so recently) deceased. Desperately wants to be feared/respected.

Cedar Mill Library Dungeons and Dragons

Code of Conduct

By registering to participate in Dungeons & Dragons games at Cedar Mill Library, you agree to adhere to this code of conduct and to the library's Behavior Policy. All participants (players, Dungeon Masters, and staff) are expected to comply with the following:

- Participants are here to have fun and should feel safe and included at all times. Everyone must conduct themselves in a manner that is conducive to the enjoyment and safety of others at the event.
- Avoid excessively vulgar, sexual, or overly mature language and themes.
- The Dungeon Master has final say over rulings. Do not argue with them or with other players over the rules.
- Let other players speak, avoid talking over others, and allow other players to get the attention of the DM.
- Avoid excessive cross-talk that is not relevant to the adventure being played. Avoid phone conversations at the table. If you must take a call or text, please excuse yourself from the table until your call is completed.
- No tolerance is given for theft of personal possessions or aggressive behavior. Aggressive behavior includes threats of or actual physical aggression, using racial, gender, or cultural slurs against another participant, and otherwise harassing other participants. Such behavior is grounds for immediate removal from the game and the premises.
- Participants who feel as though they are in an unsafe environment, or notice aggressive behavior being targeted at someone else, should notify staff immediately, or ask their DM to do so. The Dungeon Master has the right to ask a disruptive player to leave the table and speak with staff. Staff have the right to remove a disruptive or aggressive player or Dungeon Master from the play area or premises.
- If you do not feel comfortable reporting aggressive or unsafe behavior during gameplay, please notify staff after the event or via email at christinew@wccls.org and sabrinah@wccls.org.