

## About the Game

Dungeons and Dragons is a game where you play as mythical fantasy heroes such as brave knights, genius wizards, or mysterious trackers. The actions of the heroes are determined by the players who control them, and the only limit to what you can and can't do is your imagination. In order to determine how well you succeed, players roll a 20 sided die (called a d20). The higher they roll, the better they do, with success or failure dictated by a Dungeon Master.

The Dungeon Master (or DM for short) acts as a storyteller, referee, and world builder for the game that is played. Meaning the DM will invent a story, including characters, locations, and creatures for the players to explore and adventure in. The DM will play as every evil wizard and every benevolent king. The DM will also keep track of most of the rules including what players may do and not do, and how well they need to roll in order to succeed.

If you're reading this, then you have hired me as a DM, and I'm happy that you have! It's great to meet you! It's my job to make sure that you have an enjoyable collective-storytelling experience, and can focus on having as much fun as possible within the game. Let's roll Initiative!

## About the Service

**SQUIRE Package:** If you don't know anything about D&D, and are looking to casually dip your toe in the water with friends, I recommend the SQUIRE package. The DM provides everything from dice to cheatsheets, and will guide your party through an introductory game that requires no fore-knowledge of tabletop gaming whatsoever.

**KNIGHT Package:** If you have some experience playing D&D and are simply looking for someone to run the game, the KNIGHT package is for you. This type of game is great for players who understand the basics of D&D, but can't seem to find someone willing to run it.

Please be aware that unless noted otherwise, the DM presumes that all games will be run for adults, and so carefully review the "Content Warning" on the final page and kindly let your DM know at least 3 days in advance if the game is to be run for children/teenagers, or if you need to veto content.

## ADDITIONAL DETAILS

All games must be paid for in advance or upon arrival in cash, cheque, or e-transfer format. Cheques can be made out to "Erik Samuel", and e-transfers sent to [erik.samuel@hotmail.com](mailto:erik.samuel@hotmail.com). Once a game is booked, you will be charged half-price for cancellations or re-scheduling made with less than three days notice. This fee does not include the price of a rescheduled game. In cases where extra players (meaning any player which incurs an additional monetary cost) do not show up, you will only be charged for those who play at the table (minimum 4). In the unlikely event of DM cancellation, your game may be re-scheduled, and a discount of 40\$ will be applied to the future session. Recording of games IS allowed, provided that the DM be made aware of all recording devices before the start of the session. The unauthorized sale/sharing of these recordings, however, is prohibited. Character Creation/Leveling or other general out-of-game management for non-SQUIRE packages must be done prior to the session, or time spent doing this process will count as game time, and will not be refunded.

## Receipt

PACKAGE	FLAT RATE	+PLAYERS (20\$)	+TIME (20\$/HOUR)	TOTAL
SQUIRE	150\$	n/a		
KNIGHT	100\$			
KING	200\$	n/a	n/a	200\$
OTHER DETAILS:				

TYPE OF PACKAGE: \_\_\_\_\_

GRAND TOTAL : \_\_\_\_\_ PAID: \_\_\_\_\_

HOST SIGNATURE: \_\_\_\_\_

EMAIL/CONTACT: \_\_\_\_\_

(IF APPLICABLE) SPECIAL CONSIDERATIONS:

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## RATES

### **KNIGHT Package - Flat Rate 100\$**

**A standard adventure for those in need of a DM to run a quick game**

Covers anywhere between 2-5 players for a 3 hour game  
Session 0 email will be sent to players to establish expectations and campaign details.  
+20\$ per additional player past 5 (Max 7)  
+20\$ per additional hour past 3 (Max 8)

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### **SQUIRE Package - Flat Rate 150\$**

**A beginner-friendly game to get you introduced to D&D. DM provides all optional equipment**

A safe, noobie-friendly game for 4 players, lasts up to 4 hours  
Session 0 email sent to players to create their custom-built characters, and go over session details  
Cheat sheets and extra information provided for ease of access  
All books/dice/etc provided by DM

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## **Content Warning:**

The stories that are run in the world of Dungeons and Dragons generally contain subject matter that some may find offensive or inappropriate for children or sensitive players. Listed underneath are a number of topics that may realistically appear in-game and a brief description of what is meant by each term. Please note that it is incredibly unlikely that all of these topics appear in-game at once, this list is simply what the DM considers the limits of “safe” content for a given age group.

It is the responsibility of the host to ensure in advance that their guests have no reservations about the potential content of an adventure. Any and all subject matter deemed inappropriate may be vetoed ahead of time. If for whatever reason, you must veto one of these topics, please give the DM as much notice as possible (or AT LEAST 3 days before your scheduled game) as they may need at least 72 hours’ notice to re-write their adventure. In vetoing the topic, the DM has the responsibility to remove (or minimize if removal proves impossible) mention of the subject matter in their game. The DM maintains no responsibility for subject matter brought up by the players, but will attempt to minimize its prominence.

### **Kids’ Games May Contain:**

**Cartoon Violence** – Combat featuring slimes, automatons, wild animals, fictional beasts (e.g. dragons, unicorns, goblins, etc), monsters, and occasional “Bad Guys” (evil wizards, knights, etc). Descriptions in combat are vague and impermanent.

**Religious Pantheon** – Games frequently feature a pantheon of gods similar to Greek mythology (gods of sunlight, weather, dreams, magic, etc) with no mention of modern religion.

**Use of Magic** – Many classes in D&D are centered around the use of magical abilities and items that bestow them.

**Scary Moments** – Certain descriptions of foes may be frightening to young children, such as a wolf having “Long sharp teeth, angry red eyes, and a low, menacing growl”

**General Immaturity** – Jokes and situations involving scatological humour, minor celebrity references (e.g The Evil Prince Justin Bieber), and irritating voices (whiny, loud, etc)

### **Teens’ Games May Contain:**

**Everything in Lower-Rated Games** – Any content available in kids’ games is fair game for Teen games.

**Violence** – Combat featuring Devils, Demons, Humans, Elves, Dwarves, and other conscious creatures. Combat details may include blood, fatal wounds, or amputation.

**Evil Organizations** - Antagonists may include things like cultists, slavers, or other morally questionable groups.

**Mild Language** - Insults may be used, bad guys may threaten the heroes or their allies, and words such as “ass”, “hell”, or “damn” may be used.

**Alcohol/Intoxication** – Players may adventure in or near taverns/bars, or may encounter intoxicated characters

**Possibility of Death** – Players now face the possibility of the permanent death of their characters, as per the rules.

### **Standard/Adult Games May Contain:**

**Everything in Lower-Rated Games** – Any content available in kids’ and teens’ games is fair game for Standard games.

**Brutal Violence** – Combat may include anything at all, including non-combatants or pets. Descriptions of gore, torture, viscera, and cruelty may be present within the game.

**Foul Language** – Almost all vocabulary is fair game here, including words that start with F

**Drug References** – Generally of the fantasy variety, but references may be made to real-world substances. NPCs may show signs of late-stage withdrawal or other potentially disturbing symptoms.

**Romantic/Sexual Relationships** – NPCs may be seduced or romanced, and sexual content may be present in-game.

**NOTE: THE DM RESERVES THE RIGHT TO BAN CERTAIN ACTIONS IN OR OUT OF GAME WHICH HE DEEMS AS INAPPROPRIATE, DISRUPTIVE, OR OTHERWISE UNSUITABLE FOR THE TONE OF THE SESSION. THIS ALWAYS INCLUDES, BUT IS NOT LIMITED TO; SEXUAL VIOLENCE, EROTIC ROLEPLAY, USE OF SOCIALLY UNACCEPTABLE SLURS, OR OUT-OF-CHARACTER ALTERCATIONS. THE DM RESERVES THE RIGHT TO END THE SESSION WITH NO REFUND IN THE EVENT OF EXCESSIVE UNACCEPTABLE BEHAVIOUR.**