

Wolf Den Games

Ongoing RPG Campaign Policies

Single Session (3 hrs + up to 15 min)	\$ 25	
Monthly Subscription	\$ 75	per month, prepaid
Same Household Discount*	\$ -10	each player past the first

**Example: Bruno and Mirabel live in the same home, together they pay 2 x \$75=\$150, then -\$10=\$140*

“Session Zero” is fully refundable

- In Session Zero (\$25) you create your character with the help of the Game Master (GM). You’ll imagine enough backstory for the GM and other players to connect with. Time permitting, you’ll enter the world of your new campaign.
- After Session Zero you can decide if the game is for you. If not, a full refund is issued.
- Your Session Zero fee will be applied to your first month’s subscription.

Subscription Details

- Subscribers immediately earn “Friend of the Den” status complete with loyalty rewards. See “Friends of the Den” policy document for full details.
- Initial payment will be made prior to the second session.
- Partial months with less than four (4) sessions are charged at a rate of \$20/session.
- Subscription fees are due on the fifth day of the month. The amount can be automatically deducted from a credit card or bank account, or invoiced manually to be paid online or in person.
- We strive to provide weekly play with DMs taking no more than one week off per eight weeks.
- If you know you’ll be gone for more than a couple sessions, pause your subscription and switch to paying by the session for that month.
- Extra subscriptions by the same player earn the Same Household discount.

Refunds and No-Shows

Consistent play with the same people is the hallmark of a successful campaign experience.

- **Refunds are not issued** to subscribers if players do not attend, except in extraordinary circumstances. We pay our GMs whether players show up or not.
- **Sessions will not be canceled** due to low attendance. A good faith effort will be made to ensure subscribers who miss a session are not excluded from important campaign moments.
- If Wolf Den Games in agreement with the GM cancels a session, subscribers are issued store credit at a rate of \$15 per missed session. Store Credit expires after 90 days.
- Wolf Den Games reserves the right to remove you from a campaign for chronic absenteeism. (Please don’t make us do this, it breaks our heart a little just to think about it.)

Ensuring a Good Fit between Game and Players

Styles of playing tabletop roleplaying games are personal and idiosyncratic. Sometimes a player and their group are simply not a good fit. Other times players may not be aware that they are failing to follow the Wolf Den Games Code of Conduct. If conflict arises, Wolf Den Games and the GM will make all reasonable efforts to mediate between parties who are experiencing discomfort, provide immediate constructive feedback, and offer solutions if warranted, including partial refunds and game reassignment. Wolf Den Games reserves the right to end the relationship with a player when other solutions are not feasible.

Policy current as of March 2024.