

# GM FOR HIRE

## A PIPING HOT CUP OF QUALITY TABLETOP ADVENTURE.

Hi! I'm Vic Iddstar Hill and I'll be your GM this evening (/morning/week/weekend/interdimensional increment of time)!



## ABOUT ME

I'm a creative storyteller and artist, with years of experience crafting stories across a variety of mediums, including comics, prose, film & animation, and TTRPGs.

My role will be to run the game for you guys. I'll be presenting the world, the adventure, any challenges and any non-player characters (NPCs).

My DM style is very narrative-driven. My preference isn't for strict rules or stat-crunching, or running my players through a series of random events. I'm keen on creating some fun, awesome, memorable game moments, cool stories and will be dropping you into a story that will aim to achieve all of these things.

## ABOUT MY GAMES

### WHAT GAMES DO I RUN?

I currently offer one-shot (1-3 session) games for D&D 5e or my original survival horror TTPRG system; the Q1 System.

My games are all homebrewed. For D&D I don't run official modules or campaigns at the moment, but would be open to discussing any one-shot adventures I didn't create that you might be looking for a GM for.

### WHEN AND HOW DO WE PLAY?

I run my games predominantly online via Zoom, which works on desktop, tablets and mobiles. To participate, you will need a video-call capable device. I'm happy to discuss in-person play, subject to location ( fair warning, my teleportation circle is on the fritz).

Games usually last between 3-6 hours depending on the number of players or any external time restraints. They can be played in single-sessions, or split over multiple sessions (see pricing for details). If you have a particular schedule to keep or a time frame preference, let me know! We'll stop for breaks as-needed, making drinks and grabbing snacks very per the norm for playing tabletop.

### OTHER INFO

My game table is an inclusive place and I welcome players of all backgrounds to share in this safe space for play. I reserve the right to remove players due to inappropriate or offensive behavior.

This is tabletop, so no two games will be exactly alike. While I present the game of your choosing as advertised, remember that YOU make the decisions that will ultimately affect what will happen, and I will react and adapt to your choices as we go. All this to say, I can't ever guarantee exactly what will happen in your game, such is the exciting world of TTRPGs!

I know Zoom provides facility to record, but I do not record game sessions out of respect for player privacy and to ensure a relaxed, closed-room atmosphere. If a recording is desired, please discuss it with me before hitting the red button.

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## PRICING

Pricing is based on the number of players and the numbers of sessions played. Groups must be a minimum of 3 players and a maximum of 7. All prices are in USD.

### PLEASE NOTE:

Typically, one-shots are single-session I aim to balance session length with the number of players, but larger party numbers increases the chance of the one-shot extending to multiple sessions.

## PRICE PER PLAYER, PER SESSION: \$20

## ADDITIONAL SESSIONS

1-2 hour "wrap up session": 50% discount  
2-6 hours: Full price

## ACCEPTED PAYMENT METHODS



PayPal



Venmo



Zelle

First session payment must be made in advance. Additional session payments following completion of each session.

# GAME MENU

## A PIPING HOT CUP OF QUALITY TABLETOP ADVENTURE.

All games are homebrew one-shots to play over 1-2 sessions depending on group size and schedule. Speak to Vic to tailor game tone and combat/RP balance to suit the needs or interests of your group, or to scale to higher character levels than those specified.



### DUNGEONS & DRAGONS 5E

#### 1. THE DUNNERGHAST INCIDENT

Your party heads to the mountain town of Dunnerghast, home of your favourite uncle Fidelius. It's been years since the last visit and you must pay respects for the loss of Fidelius' wife Maurina, who mysteriously passed away some 6 months ago. However, the mysteries are only just getting started and your party must investigate and uncover the nefarious recent goings-on in Dunnerghast, with the fate of the entire town hanging in the balance.

**PLAYABLE AT LEVEL 1-4**

**THEMES: MYSTERY, INVESTIGATION, EXPLORATION**

#### 3. PROTECT THE PICKLED HALFLING

Your party, still in its infancy, is still dreaming of adventure as you work as the serving/kitchen staff of a popular 24-hour drinking establishment frequented by adventurers and ne'er-do-wells. The proprietor has business out of town and will pay you handsomely for minding the place while she's gone, so it's your job to keep order in the tavern for one goddamn night, by any means necessary.

**PLAYABLE AT LEVEL 1-2**

**THEMES: HIJINKS, INVESTIGATION, CREATIVE THINKING**

#### 5. CRIME AT CASTLECLIFF

Welcome to the Castlecliff High Games, which will ultimately prove the worthiness of the newly ascended king. But sound the alarm! The crown has been stolen from the high tower! Surely this could only be an inside job? Your party must solve the mystery of the stolen crown that threatens to break centuries of Cyrgordian tradition, and you must do it in time for the new king to be crowned.

**PLAYABLE AT LEVEL 3-5**

**THEMES: MYSTERY, INVESTIGATION, ENDURANCE, CREATIVE THINKING, DECISION-MAKING**

#### 2. MISSING CHILDREN IN THE MIST

On the road through the deep forests your party is passing through the small woodland town of Auburn Grove, where children have been disappearing in the night one by one for weeks. Your party must undertake a quest to locate the missing children that will take you to unexpected depths of the forest, and require endurance and creative thinking to complete your mission.

**PLAYABLE AT LEVEL 3-6**

**THEMES: EXPLORATION, ENDURANCE, CREATIVE THINKING**

**GREAT FOR BEGINNERS**

#### 4. THE MAZE

Your party needs the help of a mysterious arcanist, who will help you on one condition: that you delve into a pocket dimension on her behalf and retrieve a valuable stolen artifact. Together you must overcome the bizarre challenges that this magical, pocket-dimensional maze throws at you and find your way to the center of this labyrinthian adventure.

**PLAYABLE AT LEVEL 1-2**

**THEMES: PUZZLES, CHALLENGES, DECISION-MAKING**



#### 6. SAVE SATNA'S WORKSHOP

The name "Satna" is renowned as the finest toymaker in the city and Satna's Workshop is the beating heart of production. However, the pressure of innovation has resulted in a terrible accident and a highly restricted magical potion has it imbued the gingerbread men with life... and apparently a bad attitude. Satna's gnomes need your help before the entire workshop is destroyed and their livelihoods with it.

**PLAYABLE AT LEVEL 3-5**

**THEMES: SEASONAL GAME, ENDURANCE, CREATIVE THINKING**

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### Q1 SYSTEM - SURVIVAL HORROR

The Q1 System is a survival/horror TTRPG base system that is easy to learn and should never need more than 1d6, a pencil and paper to play. The system is designed for RP-heavy narrative game play, with strong themes of horror and survival - please make sure the tone of these games is clear to all players in your group before committing to the game.

#### 7. SECRETS OF THE RINES MOTEL

The year is 1992 and your best-friends road trip comes to an unexpected pit stop at a mysterious motel that doesn't appear on any map. Your group must uncover the secrets of this place and the dark history that has shadowed over it for decades.

**THEMES: SURVIVAL HORROR, MYSTERY, INVESTIGATION, EXPLORATION**

**CONTENT WARNINGS: BLOOD, ANXIETY, PARANORMAL, VIOLENCE, DEATH**

#### 8. THE LAST OF US (FAN GAME)

It's the year 2033, twenty years after a fungal-based, brain-altering pandemic has spread and infected over 60% of the world's population. Your group is formed of a retrieval team from a safe hold settlement that needs medical supplies from the nearest overrun city. Can your team recover the supplies needed and return with all members - and without infection? (this is a non-official, non-licensed fan game)

**THEMES: SURVIVAL HORROR, EXPLORATION, ENDURANCE, DECISION-MAKING**

**CONTENT WARNINGS: BLOOD, VIOLENCE, INFECTION, DEATH**

#### 9. THE BEATEN PATH

Welcome to the small town of Six Peaks, cozy and nestled amongst the foothills of the Colorado mountains. The year is 1993, autumn is about to set in, and the annual trail race hike is about to begin. By all accounts it seems to be a dreamy, picturesque town, but unbeknownst to our helpless hikers-to-be, Six Peaks is hiding a sinister secret. A secret that lays in wait amongst the trees of the mountain trails...

**THEMES: SURVIVAL HORROR, ENDURANCE, PUZZLE-SOLVING**

**CONTENT WARNINGS: BLOOD, ANXIETY, ANIMAL DEATH, VIOLENCE, DEATH**

#### 10. THE MANSION ON THE HILL

Halloween night is here and the creepy old abandoned mansion on the hill just outside of town is simply too good for you and your fellow high-school seniors to resist. Deciding to test whether the local tales of its haunted history is true, you embark on an adventure for the night that you all may come to regret.

**THEMES: SURVIVAL HORROR, CHALLENGES, DECISION-MAKING, INVESTIGATION**

**CONTENT WARNINGS: BLOOD, ANXIETY, PARANORMAL, VIOLENCE, DEATH**

Download the Q1 System Guide for free and learn how to play, here: [iddstar.gumroad.com/l/q1-system-guide](https://iddstar.gumroad.com/l/q1-system-guide)

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