

## THWODIN'S GUILD FOR ASPIRING DUNGEONEERS

### Form I-IV Application and Waiver

Be it henceforth known that \_\_\_\_\_ (hereafter referred to as THE APPRENTICE) is requesting admittance to Thwodin's Legion (hereafter referred to as THE GUILD) to be trained in the arts of dungeoneering, including, but not limited to, the study of dungeon navigation, warcraft, warding, archery, swordplay, brawling, breeching, healing, wizardry, monstrology, trap disarmament, and treasure retrieval. THE APPRENTICE enters into this agreement with THE GUILD in accordance with the following stipulations:

1. THE APPRENTICE exhibits promise in his chosen field (combat, thievery, mystical arts, etc.) and passes the entrance requirements as outlined by his recruiter.
2. THE APPRENTICE recognizes the potentially perilous nature of dungeoneering and accepts the risks inherent therein.
3. THE APPRENTICE agrees that any treasure acquired by THE APPRENTICE through his association with THE GUILD or utilizing any property associated with THE GUILD is subject to the following deductions:

Forty percent to THE GUILD to cover operating expenses.

Ten percent to TYE THWODIN, founder of THE GUILD, to use as he sees fit.

The remaining fifty percent to be split amongst the adventuring party in equal shares according to their rank: apprentice adventurers receiving a half share and Masters receiving one full share. In the case that not all party members return, their shares shall be split among remaining adventurers after the aforementioned expenses and deductions.

4. In the event that THE APPRENTICE wishes to terminate his association with THE GUILD, he may do so at a penalty of one-third of the proceeds he has acquired through said association, to be used by THE GUILD to find a suitable replacement. In the event that THE GUILD must quit the program due to life-altering injury such as loss of life or limb, THE GUILD is not required to pay said penalty and all acquired assets shall be distributed to THE APPRENTICE and/or his or her next of kin.

5. THE APPRENTICE acknowledges that THE GUILD cannot be held liable for injuries or fatalities incurred by THE APPRENTICE while in training. This includes, but is not limited to lacerations, fractures, bleeding, beheading, dismemberment, burning, scalding, drowning, electrocution, paralysis, implosion, curses, polymorphing or other transmutation, zombification, mummification, reanimation following expiration, or any conditions caused by undue stress. Expenses for the treating of injuries, curses, diseases, and the like shall be incurred by THE GUILD at no cost to THE APPRENTICE so long as he is a member in good standing.

Signed on this day, \_\_\_\_\_, by \_\_\_\_\_