

Darhkholm

By Tyler Davis

February 11, 2017 Sanctioned for 6 hours Holland Lake Park (girl scout camp)

Game Ratings

Mental:
6

Fighting:
7/8

Physical:
6

Risk:
8

Optional rules in effect

Soliloquy

Ranger walk

PC Fairness

Optional Character Abilities

Levels: 4-6, and 8-10

3 to 5 Member Teams

Rules: 7.0

As you are walking along the coast feeling the salty breeze on your face, you happen to notice a lump of seaweed on the shore. With a closer inspection you find it is the body of a man, when you get closer to inspect the man you find him still barely alive. When you bend down to help the guy he reaches up and grabs your arm.

"PLEASE HELP MY PEOPLE FROM THE HORROR OF MY LAND!" he yells at you as his grip on your arm weakens he lays his head back on the sand dead. You happen to notice that he is holding a old looking piece of paper, when you pick it up you find it is a letter. When you unfold it you notice it is quite old and water stained.

As you read it, you smile and know what you have to do. Gather a group of adventures for a grand adventure awaits you, in this terrible land noted in the letter as "Darhkholm"

PC Fee: \$20

NPC Fee: \$5

The game will start at 12pm. NPCs should be there before 10 to help set the encounters up.

Team 1- Rachel's team on course at 12p

Team 2- Eric's team on course at 12:30p

Team 3- Jim's team on course at 1p

