

HOUSE OF DARHKHOLM

A DARK GOTHIC/ HEROIC GAME WRITTEN BY TYLER DAVIS

SANCTIONED BY DAVID & SARAH GIBSON, HENRY WOOD, AND ALEX FOREMAN

PC FEE - \$20

GAME SANCTIONED FOR 4 HOURS

OPTIONAL RULES IN EFFECT:

SOLILOQUY, RANGER WALK

SNAPSHOT, ZEN ARCHERY

LORE MASTER, LORE SPELLS

LI SPELLS, MONK STAFFS

COUPE DE GRACE, DEADEYE

LEAP, ARCHERY

BOW BLOCKING, DAGGER CATCHES

KNOCKBACK, COMBAT CASTING

PC FAIRNESS IS IN EFFECT

ALL OPTIONAL CHARACTER ABILITIES & ORIGINS IN EFFECT

RULES VARIANT 7.0+

FIGHTING - 6

PHYSICAL - 6

MENTAL - 6

RISK - 7

THIS IS A DARK GOTHIC/HEROIC GAME FOR PCs OF ALL LEVELS

LOCATION: CAMP HOLLAND, WEATHERFORD, TX

NPC CHECK IN - 7AM PC CHECK IN - 8AM

IN THE TWO YEARS SINCE THE RETURN OF THE ANCIENT KINGDOM OF DARHKHOLM MORE AND MORE REMNANTS OF THE EMPIRE OF THE UNDEAD HAVE BEGUN TO APPEAR. IN A DISTANT CORNER OF THE DARKLANDS, A GRAND MANOR HAS EMERGED FROM THE SHADOWS AND BROUGHT WITH IT DARKNESS AND DEATH. WHO CAN BE CALLED UPON TO BRAVE THE LABYRINTH THAT IS THE **HOUSE OF DARHKHOLM?**