

MISTLETOE WEDDING

A 3-hour dark heroic world-course game for all levels

Saturday, December 10th

Camp Holland, Weatherford, TX

Dallas Board Meeting begins at 10:00 AM

Game In at 11:00 AM

Minigame “Animal Preserves” to follow “Mistletoe Wedding”, time permitting.

Levels

Any

Total Levels

N/A

Ratings

F5 M5 P2 R7

A caravan returning from the sunken city of Fairhaven passes a manor house in which a wedding reception is being held. The merchants and the adventurers accompanying them are invited to join in the festivities.

Special: Optional Character Rules are in effect.

Flag Encounter rules are in effect.

Base Experience Points: 1500

Special Rules

Flag Encounters:

- 1) Any area marked by a yellow flag is impassable from either side. Treat any passage, door, or stair marked with a yellow flag as a blank wall.
- 2) Small notes will be tucked into envelopes throughout the site. Once you open the envelope, you are committed to the encounter described in the note.
- 3) Each note is marked with a letter, indicating what type of encounter it is.
 - Notes marked with a “D” are purely descriptive. Read the note, then put it back in the envelope and put it back where you found it, so others can read it. If the note describes any effects of the scene on your character, take those effects before returning the note.
 - Notes marked with an “E” are events. Some will offer a description; others will only have a number. Either way, take the note to a member of the game staff. They will arrange or explain the event for you, and track the events you've found. Up to 3 characters may participate in an event; the events you take part in will affect your reward. Keep the note.
 - Notes marked with an “R” describe items that you have found. If the item is recoverable treasure, its value will be listed in the note. Keep the note.