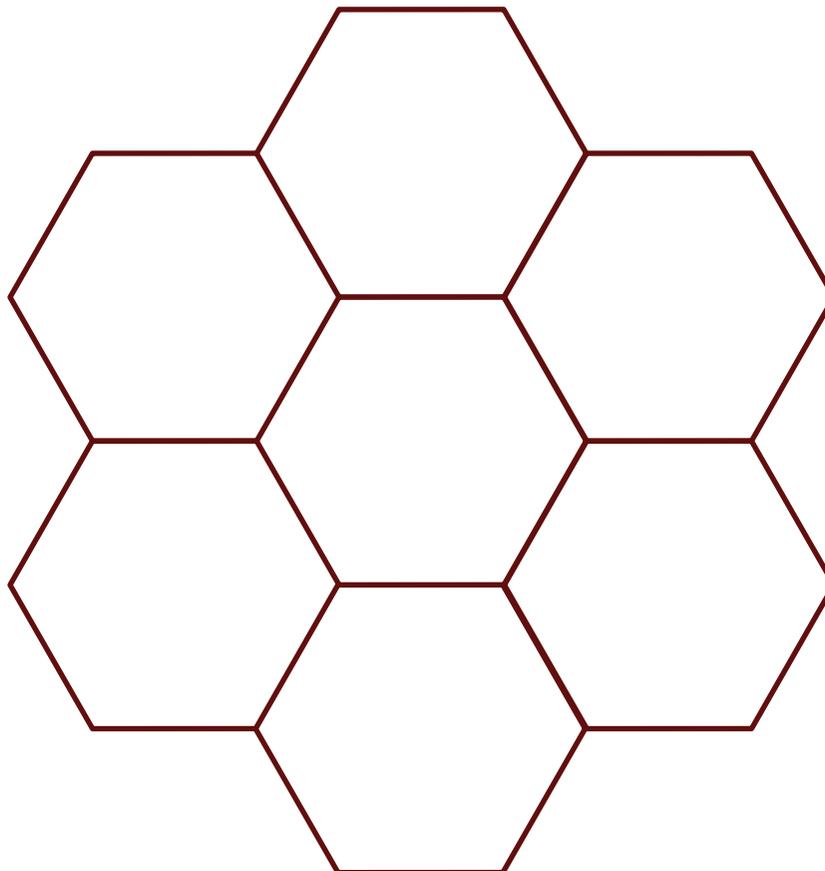


## ADVENTURE OVERVIEW

## ENCOUNTERS (D6, ROLL WHEN CHANGING HEX)



1:

2:

3:

4:

5:

6:

## RUMORS (D6, ROLL TWICE, PLANT EARLY)

1:

2:

3 (FALSE):

4:

5 (FALSE):

6:

**1.**

**2.**

**3.**

**4.**

**5.**

**6.**

**7.**

## THE DUNGEON

## THE SETTLEMENT

## KEY NPCs

### EVENTS

### TAVERN

GOAL

FEAR

QUIRK

GOAL

FEAR

QUIRK

GOAL

FEAR

QUIRK

## BESTIARY

TYPE

HP / AP

ATTACKS (D6)

1-3:

/

4-5

6:

1-3:

/

4-5

6:

1-3:

/

4-5

6:

1-3:

/

4-5

6:

PEOPLE

SPECIALTIES

TREASURE

NPC NAMES (D6)

1:

2:

3:

4:

5:

6: