

NAME _____ CLASS _____

LEVEL LIFE GOLD

ATTACK DEFENSE

LANTERN BANDAGED

ABILITIES

EQUIPMENT

SPELLS - SCROLLS - POWERS

QUEST

CLUES

STATUS

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MADNESS

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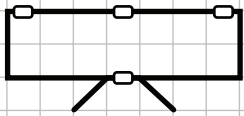
MADNESS

STATUS

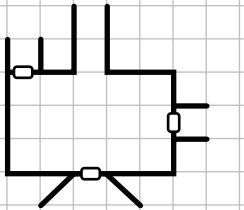
ENTRANCE ROOMS

CORRIDORS AND ROOMS

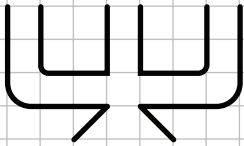
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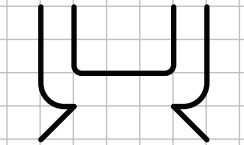
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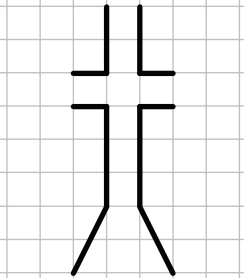
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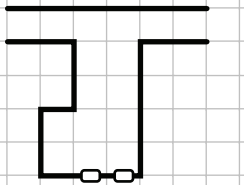
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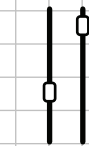
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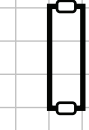
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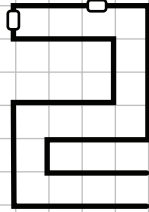
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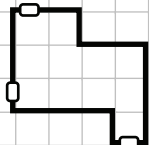
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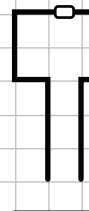
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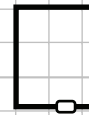
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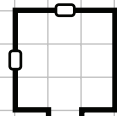
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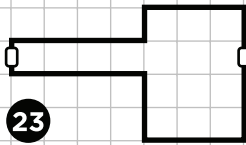
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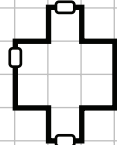
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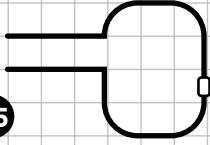
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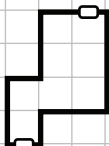
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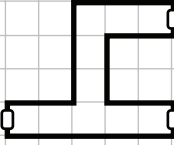
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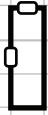
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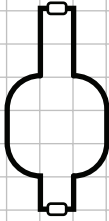
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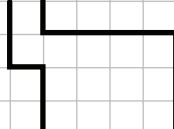
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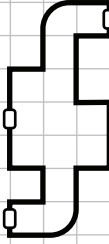
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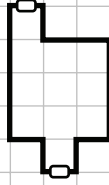
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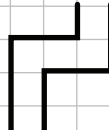
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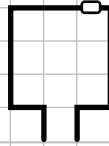
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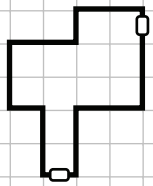
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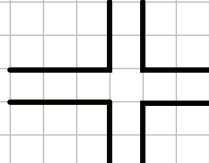
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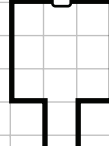
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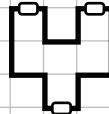
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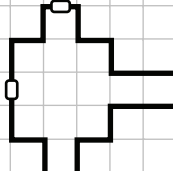
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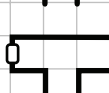
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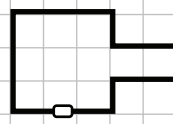
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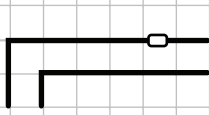
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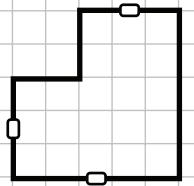
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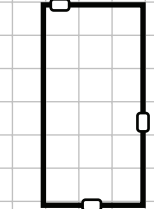
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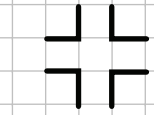
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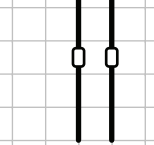
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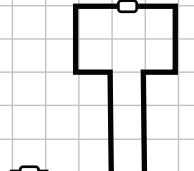
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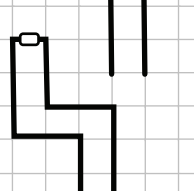
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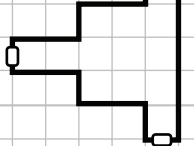
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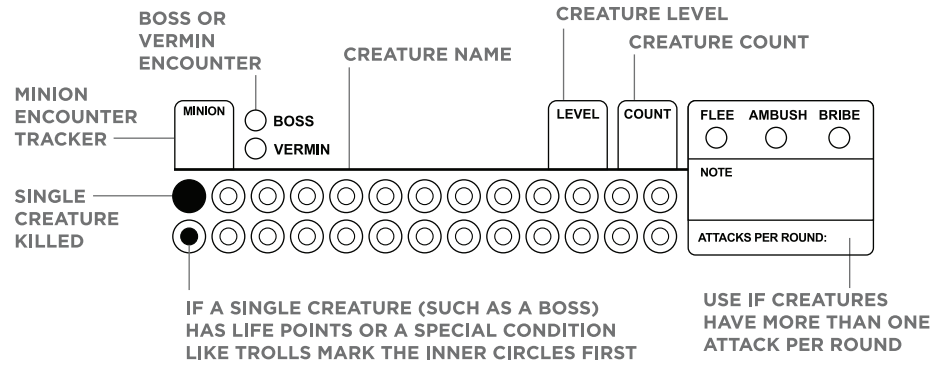
MARCHING ORDER
(MINIATURES)

FRONT



REAR

ENCOUNTER KEY



CHARACTER SHEET SPELLS KEY

