



INTO THE DUNGEON
NOTE PAGES

ACHIEVEMENT BINGO

Get 4 in a row (diagonal counts!) in the least number of playthroughs, or for the ultimate completionist dungeon veteran, collect them all . . .

 <p>character didn't make it</p>	 <p>take money from a skeleton</p>	 <p>slay a dungeon creature</p>	 <p>go down the river</p>
 <p>give a monster wine</p>	 <p>collect 150+ gold</p>	 <p>receive a stat increase</p>	 <p>get trapped in the dungeon forever</p>
 <p>free a dungeon creature</p>	 <p>find unique treasure that affects your character's ending</p>	 <p>explore underwater</p>	 <p>make it out with full HP</p>
 <p>dined with the lord</p>	 <p>return the necklace to its rightful owners</p>	 <p>kiss a dungeon creature</p>	 <p>explore the labyrinth</p>
 <p>charm a dungeon creature</p>	 <p>find fine clothes</p>	 <p>make it out with 1 remaining HP</p>	 <p>successfully run from a dungeon creature</p>
 <p>lose a digit or limb</p>	 <p>help a dungeon creature</p>	 <p>avoid a trap</p>	 <p>survived the dungeon</p>

Roll-your-own character note pages

Name:
About:

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Strength (1d6)

Dexterity (1d6)

Charisma (1d6)

Intelligence (1d6)

Total health (3d6)

Appearance (write or draw above)

Current health:

Notes:

Current gold:

Pockets:

(1d6 = roll one six-sided die, 3d6 = roll 3 and add together.)

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Notes:

Current gold:

Pockets:

(1d6 = roll one six-sided die, 3d6 = roll 3 and add together.)

Set character note pages
(see page 4 to choose a set character)

Name: DALIMIL

Strength 1

Dexterity 4

Charisma 5

Intelligence 1

Total health 6

Pockets:

Current health:	Gold:
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Notes:

Name: LOK

Strength 2

Dexterity 5

Charisma 1

Intelligence 3

Total health 15

Pockets:

Current health:	Gold:
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Notes:

Set character note pages
(see page 4 to choose a set character)

Name: ANEIR

Strength 5

Dexterity 2

Charisma 3

Intelligence 4

Total health 15

Notes:

Pockets:	
Current health:	Gold:

Name: XENOPHON

Strength 1

Dexterity 3

Charisma 4

Intelligence 5

Total health 10

Notes:

Pockets:	
Current health:	Gold: