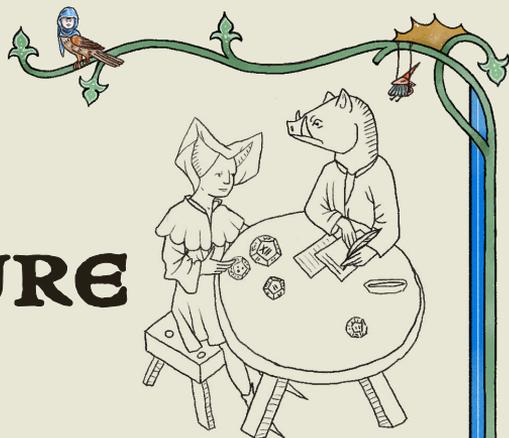


ROLL FOR ADVENTURE

Roll seven times a twelve sided die.



	YOU FIND YOURSELF...	RECURRING THEME	BLOCKING YOUR WAY IS...	YOU CONTINUE UNTIL...	BUT THEN...	UNTIL FINALLY...	AFTER THE DANGER PASSES YOU FIND...
1	in front of a maze	Time	a bard with a treacherous voice	a group of nymphs lure you into a sinking swamp	someone turns out not to be who you thought they were	you are forced to join the Wild Hunt, hunting a shapeshifting monster	a letter containing a valuable secret
2	before a field of hopping towers	Dancing	a woodwose set to kill "everyone"	a frog pops up, asking for a kiss	one of you is shot with a magic arrow which sperates your body from your head	you must defeat the three headed lion	a wishing well
3	at the edge of a dark forest	Riddles	a troupe of mice declaring war on you	you come across an empty castle with no exits	an alluring banquet is set before you (turning everyone into animals)	the king himself challenges you to a duel	the fountain of eternal youth
4	having to cross a bridge	the Moon	a monstrous shephard who thinks you're	a spirit tries to steal all your weapons	a cleric punishes someone for lying by trapping them in a mustard jar	an important npc is kidnapped by a giant bird	a very intelligent sword
5	summoned by the Gnome king	Laziness	a trap laid by gnomelings	a group of people with a mysterious illness ask for your help	someone pricks themselves on a spinning wheel	you must find a sorcerer's heart, locked away, in order to kill him	the missing son of the king
6	invited to a goblin wedding	Honesty	a fox offering you a dubious deal	you must find a magical object in a room of mundane stuff	a greedy pig demands taxes	you must dismantle an exploding pomegranade tree	a music troupe that had been imprisoned
7	called upon by an ancient troll	Memories	a faceless ferryman asking for something valuable	a guard needs to be coerced to let you pass	a baby griphon mistakes you for its mother	a dragon with a toxic breath arrives, in search of treasure	the true name of your enemy
8	hailed by a group of pixies trapped in a cave	Secrets	a hopping tower trying to trample you	you must convince an insecure bridge it can carry you	one of you meets a doppelganger who swears they are the real one	you must bring an unconscious noble to safety while the path crumbles	compass to your heart's desire
9	in a village where the currency is dreams	Seasons	a maneating giant looking for ingredients for his soup	a fairy joins you, whispering bad advice in your ear	one of you falls ill with a silly sickness	a wyrm awakes below	key to forgotten doors
10	at a market where they sell secrets	Sleep	Three ogres who need you to play cards with them	a talking horse ask your help in turning back into a human	a rain of toxic toads falls down	you stumble into 3 sorcerers performing a dangerous ritual	a quill that can write memories
11	at the castle of the Summer King	Song	a crying statue asking for help	a troll challenges you to prove you're stronger than him	a path appears only when you sing	you must track down a unicorn	a jar full of lies that can infest minds
12	summoned by a farmer looking for help	Names	a knight challenging you to a peculiar competition	a troupe of fairies steal a sense from each of you	a clocktower starts ominiously counting down	you're being hunted by a pack of wolves	the crown of the Winter Queen

