

Geeks Collaborative Gaming
3606 S Mercy Ct.
Spokane Valley, WA, 99206



Visit Tortoise & Hare Creations at:
<https://www.patreon.com/tortoiseharecreations>



Tortoise & Hare Creations
www.tortoiseharecreations.com



Scan this code to access the lore,
setup, and games rules for this
adventure or type this into any
browser address bar:

www.website.com



Happy Holidays!

Your Name

Street Address

Building / Apartment No.

City, State, Country, Zip Code

Geeks Collaborative
Gaming



**DARK
REALM
MAPS**



Geeks Collaborative Gaming
3606 S Mercy Ct.
Spokane Valley, WA, 99206



Visit Tortoise & Hare Creations at:
<https://www.patreon.com/tortoiseharecreations>



Tortoise & Hare Creations
www.tortoiseharecreations.com



Scan this code to access the lore,
setup, and games rules for this
adventure or type this into any
browser address bar:

www.website.com



Happy Holidays!

Your Name

Street Address

Building / Apartment No.

City, State, Country, Zip Code

Geeks Collaborative
Gaming



**DARK
REALM
MAPS**



Adventure Post - Character Sheet



NAME: _____

STAMINA

Roll 2D6 and add 12

SKILL

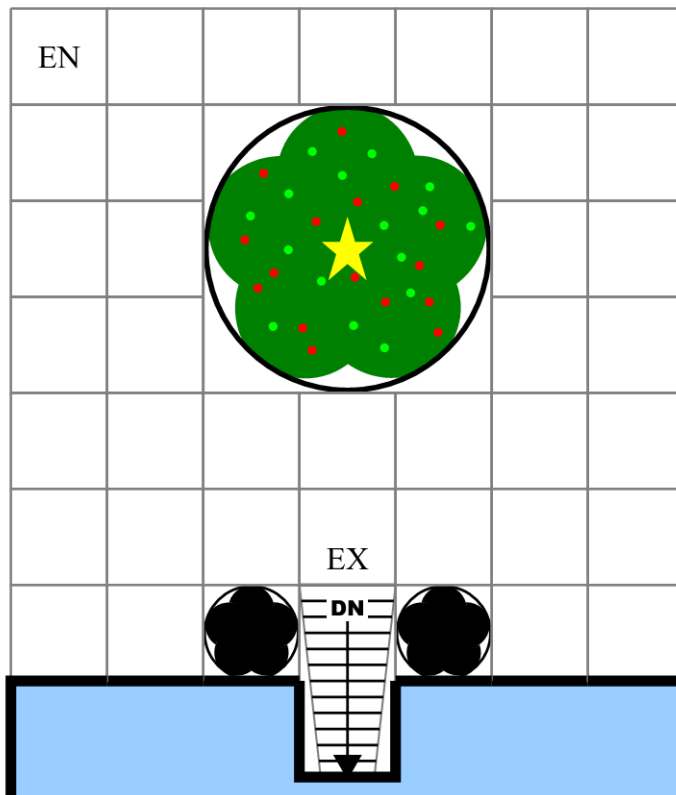
Roll 1D6 and add 6

RESOURCEFULNESS

Roll 1D6 and add 6

CHOICES MADE AND ITEMS OBTAINED

Adventure Post - Holidays Teaser - Part 1





SKILL		4	
STAMINA		2	
M1	M1		M3
M2	M2		



SKILL		6	
STAMINA		3	
G1	G1	G1	
G2	G2	G2	

Geeks Collaborative Gaming
3606 S Mercy Ct.
Spokane Valley, WA, 99206



Visit Tortoise & Hare Creations at:
<https://www.patreon.com/tortoiseharecreations>



Tortoise & Hare Creations
www.tortoiseharecreations.com



Scan this code to access the lore,
setup, and games rules for this
adventure or type this into any
browser address bar:

www.website.com



Happy Holidays!

Your Name

Street Address

Building / Apartment No.

City, State, Country, Zip Code

Geeks Collaborative
Gaming

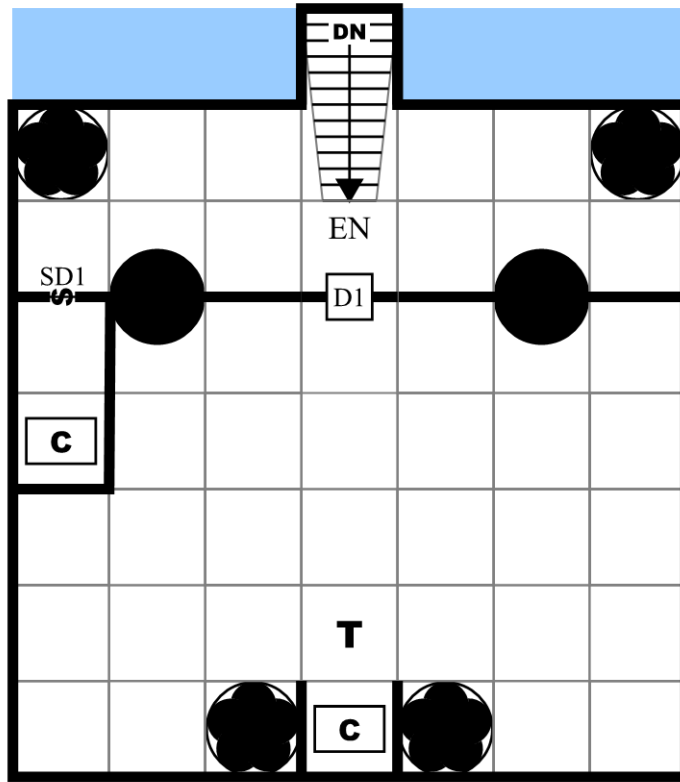


**DARK
REALM
MAPS**



blank

Adventure Post - Holidays Teaser - Part 2





SKILL				
6				
STAMINA				
3				
G3	G3	G3		
G4	G4	G4		



SKILL				
10				
STAMINA				
8				
R1	R1	R1	R1	R1
R1	R1	R1		

blank