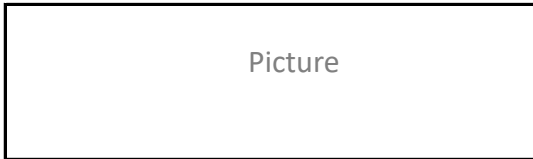


## Regions | Places | Luminaries

Region #1	Region #2	Region #3	Region #4	Region #5
Terrain	Terrain	Terrain	Terrain	Terrain
Feature	Feature	Feature	Feature	Feature
Feature	Feature	Feature	Feature	Feature
Luminary	Luminary	Luminary	Luminary	Luminary
Place #1	Place #1	Place #1	Place #1	Place #1
Place #2	Place #2	Place #2	Place #2	Place #2
Place #3	Place #3	Place #3	Place #3	Place #3
Place #4	Place #4	Place #4	Place #4	Place #4
Place #5	Place #5	Place #5	Place #5	Place #5
Place #6	Place #6	Place #6	Place #6	Place #6

Name \_\_\_\_\_  
 Title \_\_\_\_\_  
 Drive \_\_\_\_\_  
 Features \_\_\_\_\_  
 Power



## The Dungeon

Name \_\_\_\_\_  
 Style \_\_\_\_\_


### Rooms

**C3** Heart of Darkness

- YK \_\_\_\_\_
- YK \_\_\_\_\_
- YK \_\_\_\_\_
- YK \_\_\_\_\_
- YK \_\_\_\_\_
- YK \_\_\_\_\_
- YK \_\_\_\_\_
- YK \_\_\_\_\_
- YK \_\_\_\_\_
- YK \_\_\_\_\_

## Map

*Matrix of Rooms*

A1	B1	C1	D1	E1
A2	B2	C2	D2	E2
A3	B3		D3	E3
A4	B4	C4	D4	E4
A5	B5	C5	D5	E5

## Luminaries

-  Name \_\_\_\_\_ Weakness \_\_\_\_\_  
 Region \_\_\_\_\_ Weakness \_\_\_\_\_
-  Name \_\_\_\_\_ Weakness \_\_\_\_\_  
 Region \_\_\_\_\_ Weakness \_\_\_\_\_
-  Name \_\_\_\_\_ Weakness \_\_\_\_\_  
 Region \_\_\_\_\_ Weakness \_\_\_\_\_
-  Name \_\_\_\_\_ Weakness \_\_\_\_\_  
 Region \_\_\_\_\_ Weakness \_\_\_\_\_
-  Name \_\_\_\_\_ Weakness \_\_\_\_\_  
 Region \_\_\_\_\_ Weakness \_\_\_\_\_
-  Name \_\_\_\_\_ Weakness \_\_\_\_\_  
 Region \_\_\_\_\_ Weakness \_\_\_\_\_