

# CULT OF THE CANARY ADVENTURE JOURNAL

## STRENGTH

3 4 5 6  
7 8 9 10

To fight, roll a die and add your Strength to the roll.

Then roll a die and add your opponent's Strength. If your result is higher, you have defeated them.

## HEARTS

0\* 1 2 3 4  
5 6 7 8 9

\* If you have 0 Hearts, you are dead.

You can eat Provisions when indicated to restore lost Hearts. You cannot go above your maximum Hearts. Levelling up can increase your maximum Hearts.

## EXPERIENCE







1 2 3 4 5 6 7  
8 9 10 11 12 13  
14 15 16 17 18  
19 20 21 22 23  
24 25 26 27 28

When your Experience reaches a black circled number, you level up.

You can either:

**Increase Strength:** Add 1 Strength

**Increase Hearts:** Add 1 to maximum Hearts, then restore all Hearts.

**LUCKY CHARM:** Pay 1 Gem and roll a die    = 0   = 1  = 2

## INVENTORY

1: \_\_\_\_\_ 6: \_\_\_\_\_  
2: \_\_\_\_\_ 7: \_\_\_\_\_  
3: \_\_\_\_\_ 8: \_\_\_\_\_  
4: \_\_\_\_\_ 9: \_\_\_\_\_  
5: \_\_\_\_\_ 10: \_\_\_\_\_

PROVISIONS

MOONSTONES

PURSE