

# D&D BINGO

<b>POTION</b> OF UNKNOWN EFFECT	<b>DRUNK</b> PLAYER CHARACTER(S)	<b>HAGGLING</b> FOR SUPPLIES	<b>DRAGON</b> ENGAGES IN CONVERSATION	<b>SCARS</b> NEWLY AQUIRED
<b>MIMICS</b> ANYWHERE	<b>BEFRIENDED</b> MYTHICAL CREATURE	<b>LOST</b> IN THE WILDERNESS	<b>ROYALTY</b> CONNECTED TO THE PARTY	<b>WEAPON</b> THAT SPEAKS
<b>CULTISTS</b> ALIVE OR UNDEAD	<b>DUNGEON</b> IN A CAVE		<b>DICE</b> GOES TO JAIL	<b>ROGUE</b> BETRAYS THE PARTY
<b>BARD</b> SEDUCES SOMEONE	<b>GOBLIN</b> ATTACK	<b>FORMAL</b> EVENT THE PARTY ATTENDS	<b>EXHAUSTION</b> TWO LEVELS OR MORE	<b>TRAVEL</b> BETWEEN DIMENTIONS
<b>GODLY</b> INTERVENTION	<b>HIDDEN</b> DOOR OR PASSAGE	<b>ART</b> CUSTOM DRAWN OF A PLAYER CHARACTER	<b>JEWELRY</b> MAGIC OR ENCHANTED	<b>INN</b> AND TAVERN HYBRID

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<p><b>INN</b> AND TAVERN HYBRID</p>	<p><b>SHOPPING</b> FOR A WHOLE SESSION</p>	<p><b>LETTER</b> TO A PARTY MEMBER</p>	<p><b>DOUBLE</b> CRITS IN A ROW</p>	<p><b>POLYMORPH</b> INTO A T-REX</p>
<p><b>CLERIC</b> LIFTS A CURSE</p>	<p><b>POTION</b> OF UNKNOWN EFFECT</p>	<p><b>JOKE</b> BECOMES CANON</p>	<p><b>KOBOLD</b> ATTACK</p>	<p><b>HIDDEN</b> DOOR OR PASSAGE</p>
<p><b>LIBRARY</b> MISSING IMPORTANT BOOK(S)</p>	<p><b>TRAVEL</b> ON A SHIP</p>		<p><b>DISGUISED</b> FOR INFILTRATION</p>	<p><b>GAME</b> WITHIN THE GAME</p>
<p><b>RULES</b> CALLED INTO QUESTION</p>	<p><b>DUNGEON</b> IN A CASTLE</p>	<p><b>MIMICS</b> ANYWHERE</p>	<p><b>MAGIC</b> SCHOOL OR INSTITUTION</p>	<p><b>FOLLOWER</b> JOINS THE PARTY</p>
<p><b>EXHAUSTION</b> TWO LEVELS OR MORE</p>	<p><b>FAMILY</b> OR LOVER KILLED</p>	<p><b>FORMAL</b> EVENT THE PARTY ATTENDS</p>	<p><b>WARLOCK</b> ARGUES WITH THEIR PATRON</p>	<p><b>FAE</b> TRICKS THE PARTY</p>

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DUNGEON IN A CAVE	TRAVEL BETWEEN DIMENSIONS	WEAPON THAT SPEAKS	EXHAUSTION TWO LEVELS OR MORE	RUINS OF A TEMPLE
MAGIC SCHOOL OR INSTITUTION	BARBARIAN BREAKS SOMETHING IMPORTANT	DEMON OFFERS A DEAL	ART CUSTOM DRAWN OF A PLAYER CHARACTER	FORMAL EVENT THE PARTY ATTENDS
SHOPPING FOR A WHOLE SESSION	INN AND TAVERN HYBRID		POLYMORPH INTO A T-REX	SMITH COMMISSIONED FOR REPAIRS
MIMICS ANYWHERE	SCARS NEWLY AQUIRED	WIZARD QUESTS FOR A SPECIFIC SPELL	FAMILY OR LOVER KILLED	HIDDEN DOOR OR PASSAGE
DICE GOES TO JAIL	CULTISTS ALIVE OR UNDEAD	SPLIT THE PARTY	POTION OF UNKNOWN EFFECT	SKELETON ATTACK

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<b>DEMON</b> OFFERS A DEAL	<b>HIDDEN</b> DOOR OR PASSAGE	<b>ARTIFICER</b> INVENTS A GUN	<b>SPLIT</b> THE PARTY	<b>RULES</b> CALLED INTO QUESTION
<b>JOKE</b> BECOMES CANON	<b>POLYMORPH</b> INTO A T-REX	<b>TRAVEL</b> ON A SHIP	<b>SHOPPING</b> FOR A WHOLE SESSION	<b>GODLY</b> INTERVENTION
<b>DISGUISED</b> FOR INFILTRATION	<b>GOBLIN</b> ATTACK		<b>MONK</b> CATCHES A PROJECTILE	<b>DUNGEON</b> IN A CASTLE
<b>ROYALTY</b> CONNECTED TO THE PARTY	<b>LIBRARY</b> MISSING IMPORTANT BOOK(S)	<b>INN</b> AND TAVERN HYBRID	<b>MIMICS</b> ANYWHERE	<b>DRUNK</b> PLAYER CHARACTER(S)
<b>RUINS</b> OF A TEMPLE	<b>DOUBLE</b> CRITS IN A ROW	<b>LETTER</b> TO A PARTY MEMBER	<b>GAME</b> WITHIN THE GAME	<b>BEFRIENDED</b> MYTHICAL CREATURE


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<b>DRUID</b> BEFRIENDS A BEAST	<b>FAMILY</b> OR LOVER KILLED	<b>HAGGLING</b> FOR SUPPLIES	<b>INN</b> AND TAVERN HYBRID	<b>MIMICS</b> ANYWHERE
<b>FOLLOWER</b> JOINS THE PARTY	<b>RULES</b> CALLED INTO QUESTION	<b>POTION</b> OF UNKNOWN EFFECT	<b>SPLIT</b> THE PARTY	<b>DISGUISED</b> FOR INFILTRATION
<b>DICE</b> GOES TO JAIL	<b>TRAVEL</b> BETWEEN DIMENSIONS		<b>JEWELRY</b> MAGIC OR ENCHANTED	<b>KOBOLD</b> ATTACK
<b>HIDDEN</b> DOOR OR PASSAGE	<b>DUNGEON</b> IN A CAVE	<b>MAGIC</b> SCHOOL OR INSTITUTION	<b>LOST</b> IN THE WILDERNESS	<b>ROYALTY</b> CONNECTED TO THE PARTY
<b>ART</b> CUSTOM DRAWN OF A PLAYER CHARACTER	<b>SMITH</b> COMMISSIONED FOR REPAIRS	<b>PALADIN</b> UPHOLDS THE LAW	<b>DRAGON</b> ENGAGES IN CONVERSATION	<b>GAME</b> WITHIN THE GAME

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SKELETON ATTACK	LOST IN THE WILDERNESS	ROYALTY CONNECTED TO THE PARTY	SMITH COMMISSIONED FOR REPAIRS	WEAPON THAT SPEAKS
SCARS NEWLY AQUIRED	MIMICS ANYWHERE	RUINS OF A TEMPLE	CULTISTS ALIVE OR UNDEAD	DOUBLE CRITS IN A ROW
RANGER TAMES A WILD MOUNT	HAGGLING FOR SUPPLIES		SPLIT THE PARTY	JOKE BECOMES CANON
DUNGEON IN A CASTLE	INN AND TAVERN HYBRID	DRAGON ENGAGES IN CONVERSATION	DRUNK PLAYER CHARACTER(S)	FIGHTER MULTICLASSES
TRAVEL ON A SHIP	SORCERER INVADES SOMEONE'S BRAIN	FAE TRICKS THE PARTY	HIDDEN DOOR OR PASSAGE	LETTER TO A PARTY MEMBER

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