

**Give one word search to
each player at the end of
their first adventure of
their first day!**

(Regardless of whether or not they “win” their encounter or not. They can stumble over a scrap of paper, or it can be blown into their face, or maybe it materialized all mysterious-like in their hands?)

Solved word searches may be redeemed for a 1d6-meat’s-worth of treasure in the Main Room.

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