## Character Name

| JOURNAL OF AN OUTLAW: THE FORBIDDEN TREASURE OF MIFTENMAD |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| OOCK | \& COMBINATION | Trap Description | Armed | Completed |
| $\begin{gathered} \text { IOCK } \\ \text { I } \end{gathered}$ | Evens <br> All dice must have even numbers. | Fire | $\square$ | $\square$ |
| $\begin{gathered} \text { IOCK } \\ 2 \end{gathered}$ | Odds <br> All dice must have odd numbers. | Ice | $\square$ | $\square$ |
| $\begin{gathered} \text { ЮOCK } \\ 3 \end{gathered}$ | High Roller: 45 <br> All dice must have a final total over 45 . | Pit | $\square$ | $\square$ |
| $\begin{gathered} \hline \text { ЮСК } \\ 4 \end{gathered}$ | High Roller: 50 <br> All dice must have a final total over 50 . | Flying Darts | $\square$ | $\square$ |
| $\begin{gathered} \text { ЮOCK } \\ 5 \end{gathered}$ | Lowball: 20 <br> All dice must have a final total under 20. | Electric Shock | $\square$ | $\square$ |
| $\begin{gathered} \text { LOCK } \\ 6 \end{gathered}$ | Lowball: 15 <br> All dice must have a final total under 15. | Acid | $\square$ | $\square$ |
| ЮСС <br> 7 | Match Set: 8 <br> The numbers on the dice must equal or below the number on the 8 -sider. | Poison | $\square$ | $\square$ |
| $\begin{gathered} \text { ІОск } \\ 8 \end{gathered}$ | Match Set: 6 <br> The numbers on the dice must equal or below the number on the 6 -sider. | Choking Gas | $\square$ | $\square$ |
| Юск <br> 9 | Low-to-High Sequence <br> 4 -sider must be lowest, with ascending numbers on remaining dice in order. | Magic <br> Missiles | $\square$ | $\square$ |
| ЮСК <br> 10 | Prime Numbers <br> Final roll must contain any of these numbers: $2,3,5,7,11,13,17$ or 19 . | Life Drain | $\square$ | $\square$ |
| SKII | Reroll any one dice, per turn. +/- 1 to any one dice, per turn. Healing. Roll 1d8 and add to hit points. Usable once. | Hit Points: $+5 \mathrm{HP} 1$ | place b |  |


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| bock | COMBINATION | Trap Description | Armed | Completed |
| $\begin{gathered} \text { IOCK } \\ \mathbf{I} \end{gathered}$ | Evens <br> All dice must have even numbers. | Fire | $\square$ | $\square$ |
| $\begin{gathered} \hline \text { ЮСK } \\ 2 \end{gathered}$ | Odds <br> All dice must have odd numbers. | Ice | $\square$ | $\square$ |
| ЮСС <br> 3 | High Roller: 45 <br> All dice must have a final total over 45. | Pit | $\square$ | $\square$ |
| $\begin{gathered} \text { [OCK } \\ 4 \end{gathered}$ | High Roller: 50 <br> All dice must have a final total over 50 . | Flying Darts | $\square$ | $\square$ |
| Юск 5 | Lowball: 20 <br> All dice must have a final total under 20. | Electric Shock | $\square$ | $\square$ |
| $\begin{gathered} \text { IOCK } \\ 6 \end{gathered}$ | Lowball: 15 <br> All dice must have a final total under 15. | Acid | $\square$ | $\square$ |
| $\begin{gathered} \text { ■СС } \\ 7 \end{gathered}$ | Match Set: 8 <br> The numbers on the dice must equal or below the number on the 8 -sider. | Poison | $\square$ | $\square$ |
| $\begin{gathered} \hline \mathrm{OCK} \\ 8 \end{gathered}$ | Match Set: 6 <br> The numbers on the dice must equal or below the number on the 6 -sider. | Choking <br> Gas | $\square$ | $\square$ |
| ЮСск 9 | Low-to-High Sequence 4 -sider must be lowest, with ascending numbers on remaining dice in order. | Magic <br> Missiles | $\square$ | $\square$ |
| ЮСК <br> 10 | Prime Numbers <br> Final roll must contain any of these numbers: $2,3,5,7,11,13,17$ or 19. | Life Drain | $\square$ | $\square$ |
| SKIL | Reroll any one dice, per turn. +/- 1 to any one dice, per turn. Healing. Roll 1d8 and add to hit points. Usable once. | Hit Points: $+5 \mathrm{HP} 1$ | place b |  |

