CHARACTER NAI	ME-		
Cinnoicipician	VIL.		

JOURNAL OF AN OUTLAW: THE FORBIDDEN TREASURE OF MIFTENMAD

Or IVITTENVIAD				
[OCK	& COMBINATION	Trap Description	Armed	Completed
Jock I	Evens All dice must have even numbers.	Fire		
[оск 2	Odds All dice must have odd numbers.	Ice		
[оск 3 [оск	High Roller: 45 All dice must have a final total over 45.	Pit		
[оск 4	High Roller: 50 All dice must have a final total over 50.	Flying Darts		
<u>Г</u> оск 5	Lowball: 20 All dice must have a final total under 20.	Electric Shock		
<u>Г</u> оск 6	Lowball: 15 All dice must have a final total under 15.	Acid		
5 [ock 6 [ock 7	Match Set: 8 The numbers on the dice must equal or below the number on the 8-sider.	Poison		
<u>Г</u> оск 8	Match Set: 6 The numbers on the dice must equal or below the number on the 6-sider.	Choking Gas		
[оск 9	Low-to-High Sequence 4-sider must be lowest, with ascending numbers on remaining dice in order.	Magic Missiles		
[ocк IO	Prime Numbers Final roll must contain any of these numbers: 2, 3, 5, 7, 11, 13,17 or 19.	Life Drain		
SKILLS	☐ 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: 3 □ +5HP 1s	35 st place bon	us.

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CHARACTER NAME:

JOURNAL OF AN OUTLAW: THE FORBIDDEN TREASURE OF MIFTENMAD JOURNAL OF AN OUTLAW: THE FORBIDDEN TREASURE OF MIFTENMAD

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[OCK	& COMBINATION	Trap Description	Armed	Complete
Įock I	Evens All dice must have even numbers.	Fire		
<u>Г</u> оск	Odds All dice must have odd numbers.	Ice		
Jock 3	High Roller: 45 All dice must have a final total over 45.	Pit		
<u>Г</u> оск 4	High Roller: 50 All dice must have a final total over 50.	Flying Darts		
<u>Г</u> оск	Lowball: 20 All dice must have a final total under 20.	Electric Shock		
<u>Г</u> оск	Lowball: 15 All dice must have a final total under 15.	Acid		
<u>Г</u> оск	Match Set: 8 The numbers on the dice must equal or below the number on the 8-sider.	Poison		
[оск 8	Match Set: 6 The numbers on the dice must equal or below the number on the 6-sider.	Choking Gas		
[оск 9	Low-to-High Sequence 4-sider must be lowest, with ascending numbers on remaining dice in order.	Magic Missiles		
Jock IO	Prime Numbers Final roll must contain any of these numbers: 2, 3, 5, 7, 11, 13,17 or 19.	Life Drain		
☐ Reroll any one dice, per turn. ☐ Healing. Roll 1d8 and add to hit points. Usable once. ☐ Healing. Roll 1d8 and Each of the points. Usable once. ☐ Healing. Roll 1d8 and Each of the points. Usable once. ☐ Healing. Roll 1d8 and Each of the points.				us.

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