

CHARACTER NAME: _____



JOURNAL OF AN OUTLAW: THE FORBIDDEN TREASURE OF MIFTENMAD



LOCK & COMBINATION		Trap Description	Armed	Completed
LOCK 1	Evens All dice must have even numbers.	Fire	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 2	Odds All dice must have odd numbers.	Ice	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 3	High Roller: 45 All dice must have a final total over 45.	Pit	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 4	High Roller: 50 All dice must have a final total over 50.	Flying Darts	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 5	Lowball: 20 All dice must have a final total under 20.	Electric Shock	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 6	Lowball: 15 All dice must have a final total under 15.	Acid	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 7	Match Set: 8 The numbers on the dice must equal or below the number on the 8-sider.	Poison	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 8	Match Set: 6 The numbers on the dice must equal or below the number on the 6-sider.	Choking Gas	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 9	Low-to-High Sequence 4-sider must be lowest, with ascending numbers on remaining dice in order.	Magic Missiles	<input type="checkbox"/>	<input type="checkbox"/>
LOCK 10	Prime Numbers Final roll must contain any of these numbers: 2, 3, 5, 7, 11, 13, 17 or 19.	Life Drain	<input type="checkbox"/>	<input type="checkbox"/>
SKILLS <input type="checkbox"/> Reroll any one dice, per turn. <input type="checkbox"/> +/- 1 to any one dice, per turn. <input type="checkbox"/> Healing. Roll 1d8 and add to hit points. Usable once.		HIT POINTS: 35 <input type="checkbox"/> +5HP 1st place bonus.		

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