



ADVENTURE RECORD

When prompted, record things on this sheet, shaping the story of your campaign!

Introduction	1a	1b
2	3	4
5a	5b	6a
6b	7	8



CHARACTER RECORD

After each adventure, record each character's new class cards and items here.

Player Name:

Character Name:

Ancestry:

Class:

Class Cards

Item Cards

Player Name:

Character Name:

Ancestry:

Class:

Class Cards

Item Cards

Player Name:

Character Name:

Ancestry:

Class:

Class Cards

Item Cards

Player Name:

Character Name:

Ancestry:

Class:

Class Cards

Item Cards

Achievements

As you play through the campaign, mark off these achievements as they happen.
When you have marked off 12 or more achievements, read entry 415 in the Challenge Book.

- ☐ Roll 0 successes in a roll of 4 or more dice.
- ☐ Roll 1 of each of the five unique die faces in any single roll.
- ☐ Roll 3 or more ★ in a single roll.
- ☐ Roll 3 or more ☠ in a single roll.
- ☐ Get a result of 18 or more successes in a single roll (including any added successes).
- ☐ Obtain a cat companion.
- ☐ Obtain a dog companion.

- ☐ Complete an adventure with the current Time at 5 or lower.
- ☐ Complete an adventure with the current Time at 15.
- ☐ When rolling an attack, get at least 6 more successes than the enemy's defense.
- ☐ Deal 10 or more damage to one enemy with a single weapon attack.
- ☐ Have "Made a powerful enemy" recorded.

- ☐ Defeat the last enemy in a combat with no damage on any character.
- ☐ Defeat the last enemy in a combat while at least one character is unconscious.
- ☐ Defeat the last enemy in a combat while 3 characters are unconscious.
- ☐ Get the highest listed result on a skill roll when the character rolling is not skilled in that skill.