

# Personal History Pad CHARACTER:

## TURN RECORD

Lunar Month:	Special Advantages:	ALLIES:	FIND	FAME	NOTORIETY	GOLD
Day / Turn	Activities:	1.	ENEMIES	GAIN	TOTAL	TOTAL
		2.				
1						
2						
3						
4						
5						
6						
7	<i>WHITE</i>					
8						
9						
10						
11						
12						
13						
14	<i>GREY</i>					
15						
16						
17						
18						
19						
20						
21	<i>PURPLE</i>					
22						
23						
24						
25						
26						
27						
28	<i>GOLD</i>					

Lunar Month:	Special Advantages:	ALLIES:	FIND	FAME	NOTORIETY	GOLD
Day / Turn	Activities:	1.	ENEMIES	GAIN	TOTAL	TOTAL
		2.				
1						
2						
3						
4						
5						
6						
7	<i>BLACK</i>					
8						
9						
10						
11						
12						
13						
14	<i>GREY</i>					
15						
16						
17						
18						
19						
20						
21	<i>PURPLE</i>					
22						
23						
24						
25						
26						
27						
28	<i>GOLD</i>					

## Discoveries:

- Hidden Paths**
- CLIFF (green) 2-5 (enchanted) 2-5
  - CRAG (green) 2-3 (enchanted) 2-3
  - DEEP WOODS (green) 1-4 (green) 3-6 (enchanted) 3-4 (enchanted) 3-6 (enchanted) 4-6
  - LEDGES (green) 1-3 (green) 4-6 (enchanted) 1-3 (enchanted) 4-6
  - MOUNTAIN (green) 4-6 (enchanted) 3-6 (enchanted) 5-6
  - RUINS (green) 1-5 (enchanted) 1-2 (enchanted) 1-4 (enchanted) 2-6

- Secret Passages**
- BORDERLAND (green) 4-5 (enchanted) 4-5
  - CAVERN (green) 1-4 (green) 3-5 (enchanted) 1-2 (enchanted) 4-5
  - CAVES (green) 2-3 (enchanted) 1-6
  - CLIFF (green) 3-6 (enchanted) 3-6
  - CRAG (green) 1-6 (enchanted) 4-5
  - MOUNTAIN (enchanted) 1-4
  - RUINS (enchanted) 3-6

- Special Cards**
- TOADSTOOL CIRCLE
  - CRYPT OF THE KNIGHT
  - ENCHANTED MEADOW

- Treasure Locations**
- ALTAR POOL
  - CAIRNS SHRINE
  - HOARD STATUE
  - LAIR VAULT

## NOTES:

## VICTORY REQUIREMENTS

CATEGORY	POINTS	NEEDED
GREAT TREASURES	times 1	
USABLE SPELLS	times 2	
FAME	times 10	
NOTORIETY	times 20	
GOLD	times 30	