

CHRONICLE #



Has completed

### To Die Alone

Completion of this adventure has awarded the following

**EXPERIENCE POINTS**

Starting \_\_\_\_\_  
Gained 300xp \_\_\_\_\_  
Final \_\_\_\_\_

**HARVIER NOTICE**

Starting \_\_\_\_\_  
Gained \_\_\_\_\_  
Final \_\_\_\_\_

**WEALTH**

Starting \_\_\_\_\_  
Earned \_\_\_\_\_  
Spent/Lost \_\_\_\_\_  
Final \_\_\_\_\_

**TRADES/OTHER**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**FAME**

Faction \_\_\_\_\_  Member  
Earned \_\_\_\_\_  
Faction \_\_\_\_\_   
Earned \_\_\_\_\_

**NUMBER OWNED OF MAGIC ITEMS** \_\_\_\_\_

Judge Signature: \_\_\_\_\_

### STORY ACHIEVEMENTS

Castle-forged steel

In lieu of a cash reward, the smiths of Maren create an item for you. The smith knows his craft, and the castle forged item has 10 extra hit points. You receive a regional suit of armor (with the exception of plate armor), a shield, or one regional weapon from the Kingdom of Milandir.

This certificate is subject to the rules detailed in the *Living Arcanis Campaign Guide*.

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Earned \_\_\_\_\_  
Spent/Lost \_\_\_\_\_  
Final \_\_\_\_\_

**TRADES/OTHER**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**FAME**

Faction \_\_\_\_\_  Member  
Earned \_\_\_\_\_  
Faction \_\_\_\_\_   
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