

## MEMORY LIST

As you accumulate Memory Points you begin to remember your who you are. As certain memory milestones are reached you gain a memory you keep for the rest of your adventure. Each memory has associated with it special attributes you can add to your Hero Sheet.

*To determine which memory you gain, pick a number from the Random Memory Chart located on this page.* You use this the same way you would use the Random Number Chart. The number you pick will correlate a specific Memory from the Memory List. If you pick a number of a Memory you already possess, simply pick again.

1st Memory... 1000 Memory Points  
2nd Memory... 2200 Memory Points  
3rd Memory... 3600 Memory Points  
4th Memory... 5200 Memory Points  
5th Memory... 7200 Memory Points  
Class... 9000 Memory Points

Random Memory Chart

2	4	5	1	10	16	13	14
16	11	3	2	9	8	11	10
12	3	8	12	6	15	7	5
11	15	13	5	4	2	8	9
4	14	16	10	1	9	3	8
1	5	3	4	12	14	16	13
3	12	9	7	15	1	7	6
10	2	1	5	7	2	11	13
6	4	13	11	2	5	6	4
7	1	10	8	14	15	3	12
9	16	14	8	6	6	7	15

- (1) **Student of Magic** (Mage's Memory): Your study is littered with hundreds of ancient scrolls. Your brain throbs while you perfect the art of casting spells. Studying every word from every manuscript, your voice echoes throughout the hallways of the castle as you chant into the night. *If you successfully cast a spell, it is not gone for the remainder of combat. You may attempt to cast it one additional time. (You may do this for one spell only.)*
- (2) **Overwhelming Power** (Mage's Memory): You laugh as you feel the overwhelming magic course through your veins. Spell after spell you cast with ease. Your confidence is lifted as the magic effortlessly flows through your fingertips. Surely there is no conjurer on this earth who could ever match your power. *You may attempt to cast 2 spells within the same round of combat.*
- (3) **Magical Banquet** (Mage's Memory): You sit in silence at the dinner table. Everyone stares in your direction with their mouths agape. You had wished to have your first sip of ale as a young adult. As the bottle hovers over the great feast towards your outreached hand, your guests retreat for the nearest exit. *Magic +2*
- (4) **Enduring Enchantment** (Mage's Memory): You curse your persistence as your spell fails yet again. What could be wrong? Scouring over the ancient script you realize your mistake. A bolt of lightning erupts from the palm of your hand, blasts through the room, and scatters the apple sitting on the armchair into millions of pieces. *If you fail to cast a spell, immediately try again, one more time.*
- (5) **Miracle** (Paladins's Memory): A menacing smile decorates the face of your enemy as they watch your body fall from the highest tower. Closing your eyes as you fall, you breathe your last breaths. Your body hits the cobblestone. You pause, waiting for life to leave you... but it never does. *Each time you lose Health in combat, pick a number from the Random Number Chart. If you pick a 12, you lose no Health.*
- (6) **Healer** (Paladin's Memory): The fallen warrior calls for you, wheezing with every breath. You place your hand over the gaping wound and a warm white light blinds all sight. As you re-focus your eyes, the once open gash is now a distant memory. *You may automatically cast the spell "Minor Heal", without possessing the Spell Scroll, and without attempting to cast it. You may only do this once per combat.*
- (7) **Blessed Fortifications** (Paladin's Memory): No enemy may pierce you, for God has blessed your armor with impenetrable strength. Foe after foe you cut down as their desperate attempts to penetrate your defenses are but in vein. *When wielding a shield, breastplate, helmet, or mail of any kind... receive an extra +1 Defense per equipment.*
- (8) **Divine Influence** (Paladin's Memory): War rages around you as you fall to your knees defeated. But your moment of weakness lasts only two blinks of an eye, as you beg your God for strength. Rising up like the infinite sun, each swing of your sword seems to find its target, connecting with deadly accuracy. Divinely inspired, you press

- on, cutting down your enemy with righteous blows. If your Health reaches 10 or below, receive +2 Attack and +2 Speed for the remainder of combat.
- (9) **Race for Escape** (Rogue's Memory): A faint "click" sound breaks the silence in the long stone hallway. The door to the tomb is closing. Trapped in an eternity of darkness with the riches you have stolen would be highly unfortunate indeed. The wind of stale corpses blows through your hair as you dive through the minuscule space remaining in the doorway. Whenever you must make a Speed Check outside of combat, receive an extra Speed +3.
- (10) **Backstab** (Rogue's Memory): You almost feel bad, for it's too easy. The heavily armored guard is not alerted to your presence. With expert stealth, you approach the unsuspecting victim, and aim to end his life with an accurately placed strike. On your first turn in combat, instead of attacking or casting a spell, pick a number from the Random Number Chart. Your enemy automatically loses this much Health. (Still take their Defense into consideration).
- (11) **Evasion** (Rogue's Memory): As if in slow motion, you dodge the attacks of your enemy with ease, dancing around like a graceful matador. Small but painful, you take advantage of your opponent's clumsy assaults with your lightning quick counter attacks. The first time you lose Health in combat, you lose no Health. Instead, your opponent loses Health equal to your Speed score.
- (12) **Loot Master** (Rogue's Memory): Your eyes shine gold, reflecting the boundless treasures before you. The cavernous ceiling gently echoes as you can't help but chuckle out loud; greedily stuffing your bag with loot. When you pick an item, you may take 2 items instead. If you choose to do this, you MUST remove one item from your Hero Sheet.
- (13) **Astonishing Strength** (Warrior's Memory): You roll your eyes and let out a muffled groan as the wheel of your carriage gets stuck in a mud hole on the outskirts of town. The echoing laughter of the traveling merchants turns to silence as you effortlessly lift the wagon free with one arm. Attack +2
- (14) **Enduring Toughness** (Warrior's Memory): Your body screams for you to stop pushing forward. Arms ablaze with exhaustion and legs heavy as steel, you slice through hoards of enemy soldiers, refusing to quit even as the blood pours from the countless wounds decorating your flesh. The moment you rest will only be in death, for you have fortitude like no other. Defense +1. You only die when you reach negative five Health, not zero.
- (15) **Critical Precision** (Warrior's Memory): Heavily clad in full plate armor, your opponent seems invincible. But then, you notice one small opportunity, a gap in the armor under the arm. You strike with extreme precision. There is deafening clatter as your enemy falls; steel bouncing off the granite floor. Once per Combat, when you pick your Attack number, pick two numbers from the Random Number Chart and choose the highest one.
- (16) **Fencing Lessons** (Warrior's Memory): Your father's words echo through your brain, "great discipline conquer's all," he used to say. You remember despising those fencing lessons every morning, for by early afternoon your hands, arms, and shoulders were bruised, bleeding, and battered by an expert swordsman who you stood no chance against. One day, however, your lessons took a turn, for it was he who stood no chance against you. Attack +2 when wielding a sword.