

You find a book, upon which is written, "*Diary*". As you open it up, you notice the entries are in the flowing script of either a Light Herald, or a Dark Herald (Discretion of the Game Master). You read, and as you do, you quickly see that this book is a past history of your life, day by day.

Roll on the following chart to know the specifics of where the journal of your life is found:

%Roll: Specifics of where the diary has been discovered:

01-10: Crevice:

%Roll: Diary specifics:

01-10: Discovered, wedged neatly into a nearby crevice.

11-20: Jammed up into a high crevice, damaging it slightly.

21-30: Buried just under the surface (a corner of the book is exposed).

31-40: Found in a well constructed steel box within a chest or larger box.

41-50: Found in a well constructed wooden box within a chest or larger box.

51-60: Found in a hand crafted stone box within a chest or larger box.

61-70: Found in a well constructed crystal box within a chest or larger box.

71-80: Found in a well constructed gold box within a chest or larger box. Roll on the following chart to know what type of gold this small box will be constructed of:

%Roll: Gold-types:

01-33: Black-gold

34-66: Yellow-gold

67-00: White-gold

81-90: Found at the bottom of an empty grain barrel.

91-00: Found hidden up within open rafters, or similarly hidden.

11-20: Found within a hollow log.

21-30: Frozen within solid ice (i.e. within a glacier wall, the surface of a frozen lake or pond, etc.).

31-40: Found within an exposed grave site.

41-50: The diary is over-grown by moss and sets within the branches of a great tree.

51-60: Delivered to you by a stranger.

61-70: In a dream, you see yourself reading from this diary, which sets open in your own hands. When you wake up, the diary is still in your hands.

71-80: Found laying on the ground, as if another dropped it.

81-90: Found mixed in with the next treasure found.

91-00: Falls out of the sky and strikes you in a random area of the body (Damage: 1-D12 x10). If you survive, you gain experience equal to the damage you took (x10).