



Male Dwarf Magus

Played by:

Dolgar



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SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +2	<b>WEAPON</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 2 <input type="checkbox"/> 3	
<b>INTELLIGENCE</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2 CRAFT: INTELLIGENCE +2	<b>ITEM</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 1 <input type="checkbox"/> 2	
<b>CHARISMA</b> d4 <input type="checkbox"/> +1	<b>BLESSING</b> 2 <input type="checkbox"/> 3	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Heavy Armors Weapons		
Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other to add 1d6 ( <input type="checkbox"/> 2d6) and the card's traits to the check.		
For your check to acquire an armor, you may use your Craft skill in place of any listed skill.		
<input type="checkbox"/> At the end of your turn, after resetting your hand, you may attempt to recharge a spell in your discard pile.		

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<b>CHARISMA</b> d4 <input type="checkbox"/> +1	<b>BLESSING</b> 2 <input type="checkbox"/> 3	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Heavy Armors Weapons		
Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other to add 1d6 ( <input type="checkbox"/> 2d6) ( <input type="checkbox"/> 3d6) and the card's traits to the check.		
For your check to acquire an armor ( <input type="checkbox"/> or item), you may use your Craft skill in place of any listed skill.		
<input type="checkbox"/> At the end of your turn, after resetting your hand, you may attempt to recharge a spell in your discard pile.		
<input type="checkbox"/> When you would discard a weapon for its ability, you may recharge it instead.		
<input type="checkbox"/> When you would bury an armor for its ability, you may discard it instead.		
<input type="checkbox"/> When a scenario is successfully completed, choose a character. Search their hand, deck, discard pile, and buried cards for a non-loot weapon or armor ( <input type="checkbox"/> or item) and banish it to draw a non-loot card of the same type with an adventure deck number 0 or 1 ( <input type="checkbox"/> or 2) higher from the box.		

Mage-Smith



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<b>CHARISMA</b> d4 <input type="checkbox"/> +1	<b>BLESSING</b> 2 <input type="checkbox"/> 3	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Heavy Armors Weapons		
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<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 2 <input type="checkbox"/> 3	
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<b>CHARISMA</b> d4 <input type="checkbox"/> +1	<b>BLESSING</b> 2 <input type="checkbox"/> 3	
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Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other to add 1d6 ( <input type="checkbox"/> 2d6) ( <input type="checkbox"/> 3d6) and the card's traits to the check.		
For your check to acquire an armor, you may use your Craft skill in place of any listed skill.		
<input type="checkbox"/> At the end of your turn, after ( <input type="checkbox"/> and before) resetting your hand, you may attempt to recharge a spell in your discard pile.		
<input type="checkbox"/> When another character at your location encounters a monster, you may discard ( <input type="checkbox"/> or recharge) a spell. That character evades the monster; you encounter it instead.		
<input type="checkbox"/> You may discard ( <input type="checkbox"/> or recharge) a spell to evade your encounter ( <input type="checkbox"/> and may move to another location).		

## Transport Specialist

**ESG Labs** ALLY

## GEIR

**ANIMAL FAMILIAR**



**OWNER: DOLGAR**

**CHECK TO ACQUIRE**  
INTELLIGENCE  
ARCANE  
**6**

**POWERS**

Reveal this card to add 1d6 to your Perception check.  
Discard this card to explore your location.  
After this card is revealed or discarded for its power, Dolgar may choose to have you place this card in his discard pile.


*"What giant? There's no—gah! Die, giant!"*  
— Dolgar

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## DOLGAR


**MALE DWARF MAGUS**




*ELMORE*

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**MALE DWARF MAGUS**



**Dolgar**



**Dolgar**

**MALE DWARF MAGUS**

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