

# Mogmurch

Male Goblin Arsonist



Played by:

PFS Number:



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Male Goblin Arsonist



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SKILLS	CARDS	FT: ITEM
<b>STRENGTH</b> d4 <input type="checkbox"/> +1	<b>WEAPON</b> 2 <input type="checkbox"/> 3	
<b>DEXTERITY</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	<b>SPELL</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 CRAFT: INTELLIGENCE +3	<b>ITEM</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>WISDOM</b> d4 <input type="checkbox"/> +1	<b>ALLY</b> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4	
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 ( <input type="checkbox"/> +1) and the Fire trait to a combat check by a character at your location; if the discarded card has the Alchemical ( <input type="checkbox"/> or Attack or Poison), add an additional 1d6.		
When you banish a card that has the Alchemical trait for its power, you may draw a random card of the same type that has the Alchemical trait from the box and recharge it.		
While you play or would banish a spell that has the Fire trait, gain the skill Arcane equal to your Craft skill.		

SKILLS	CARDS	FT: ITEM
<b>STRENGTH</b> d4 <input type="checkbox"/> +1	<b>WEAPON</b> 2 <input type="checkbox"/> 3	
<b>DEXTERITY</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	<b>SPELL</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 CRAFT: INTELLIGENCE +3	<b>ITEM</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>WISDOM</b> d4 <input type="checkbox"/> +1	<b>ALLY</b> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4	
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 ( <input type="checkbox"/> +1) and the Fire trait to a combat check by a character at your location; if the discarded card has the Alchemical ( <input type="checkbox"/> or Attack or Poison), add an additional 1d6 ( <input type="checkbox"/> 2d6).		
When you banish a card that has the Alchemical trait for its power, you may draw a random card of the same type that has the Alchemical trait from the box and ( <input type="checkbox"/> put it on top of your deck or) recharge it. ( <input type="checkbox"/> You may instead draw 2; return 1 of them to the box.) ( <input type="checkbox"/> You may instead draw 3; return 2 of them to the box.)		
While you play or would banish a spell that has the Fire trait, gain the skill Arcane equal to your Craft skill.		
<input type="checkbox"/> Gain the skill Divine equal to your Craft skill; when you attempt a Divine check, you must first recharge a blessing or discard the top card of your deck.		
<input type="checkbox"/> At the start of your turn, if you have fewer cards in hand than the number of cards that have the Fire ( <input type="checkbox"/> or Alchemical) trait in your discard pile, you may recharge a random card that has the Fire trait from your discard pile.		

## Tinderfoot

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SKILLS	CARDS	FT: ITEM
<b>STRENGTH</b> d4 <input type="checkbox"/> +1	<b>WEAPON</b> 2 <input type="checkbox"/> 3	
<b>DEXTERITY</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	<b>SPELL</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 CRAFT: INTELLIGENCE +3	<b>ITEM</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>WISDOM</b> d4 <input type="checkbox"/> +1	<b>ALLY</b> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4	
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 ( <input type="checkbox"/> +1) and the Fire trait to a combat check by a character at your location; if the discarded card has the Alchemical ( <input type="checkbox"/> or Attack or Poison), add an additional 1d6.		
When you banish a card that has the Alchemical trait for its power, you may draw a random card of the same type that has the Alchemical trait from the box and recharge it.		
While you play or would banish a spell that has the Fire trait, gain the skill Arcane equal to your Craft skill.		

SKILLS	CARDS	FT: ITEM
<b>STRENGTH</b> d4 <input type="checkbox"/> +1	<b>WEAPON</b> 2 <input type="checkbox"/> 3	
<b>DEXTERITY</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	<b>SPELL</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 CRAFT: INTELLIGENCE +3	<b>ITEM</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>WISDOM</b> d4 <input type="checkbox"/> +1	<b>ALLY</b> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4	
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) and the Fire trait to a combat check by a character at your location; if the discarded card has the Alchemical ( <input type="checkbox"/> or Attack or Poison), add an additional 1d6 ( <input type="checkbox"/> and the card's adventure deck number).		
When you banish a card that has the Alchemical trait for its power, you may draw a random card of the same type that has the Alchemical trait from the box and recharge it.		
While you play or would banish a spell that has the Fire trait, gain the skill Arcane equal to your Craft skill.		
<input type="checkbox"/> When you play a card that has the Fire trait on your combat check, you may display it next to your location. Add 1d6 ( <input type="checkbox"/> 2d6) and the Fire trait to combat checks by characters at that location. At the start of your turn, bury that card.		
<input type="checkbox"/> Add the number of cards that have the Fire trait in your discard pile to your check that invokes the Fire trait. ( <input type="checkbox"/> If you add at least 1, ignore a bane's immunity to Fire for that check.)		

## Firesolver

Male Goblin Warcaster

# Poog



Played by:

PFS Number:



Male Goblin Warcaster

# Poog



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>SPELL</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	<b>ALLY</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
When another character plays a blessing on your check, after the check she may shuffle 1 random card ( <input type="checkbox"/> or 2 random cards) from her discard pile into her deck.		
Add 1d6 ( <input type="checkbox"/> +1) to your check that invokes the Animal or Fire trait.		
After you bury, discard, recharge, or reveal a boon that has the Animal trait for its power, banish it, then you may ( <input type="checkbox"/> recharge a random card from your discard pile and) draw a card.		

SKILLS	CARDS	FT: BLESSING
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>SPELL</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	<b>ALLY</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<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 <input type="checkbox"/> Weapons		
When another character plays a blessing on your check, after the check she may shuffle 1 random card ( <input type="checkbox"/> or 2 random cards) from her discard pile into her deck. ( <input type="checkbox"/> Then shuffle a random card from your discard pile into your deck.)		
Add 1d6 ( <input type="checkbox"/> +1) to your check that invokes the Animal or Fire ( <input type="checkbox"/> or Elf, Human, or Slashing) trait.		
After you bury, discard, recharge, or reveal a boon that has the Animal trait for its power, banish it, then you may ( <input type="checkbox"/> recharge a random card from your discard pile and) draw a card.		
<input type="checkbox"/> When you play a card that has the Zarongel trait to add dice to a check, add an additional d4 ( <input type="checkbox"/> d8, and you may add the Fire trait).		
<input type="checkbox"/> At the start of your turn, you may exchange a card in your hand with a card that has the Zarongel ( <input type="checkbox"/> or Animal or Fire) trait in the discard pile of another character at your location.		

# Leecher



Male Goblin Warcaster

# Poog



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Male Goblin Warcaster

# Poog



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>SPELL</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	<b>ALLY</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons <input type="checkbox"/>		
When another character plays a blessing on your check, after the check she may shuffle 1 random card ( <input type="checkbox"/> or 2 random cards) from her discard pile into her deck.		
Add 1d6 ( <input type="checkbox"/> +1) to your check that invokes the Animal or Fire trait.		
After you bury, discard, recharge, or reveal a boon that has the Animal trait for its power, banish it, then you may ( <input type="checkbox"/> recharge a random card from your discard pile and) draw a card.		

SKILLS	CARDS	FT: BLESSING
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>SPELL</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	<b>ALLY</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Heavy Armors <input type="checkbox"/> Weapons <input type="checkbox"/>		
When another character plays a blessing on your check, after the check she may shuffle 1 random card ( <input type="checkbox"/> or 2 random cards) from her discard pile into her deck.		
Add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to your check that invokes the Animal or Fire trait.		
After you bury, discard, recharge, or reveal a boon that has the Animal trait for its power, banish it, then you may ( <input type="checkbox"/> recharge a random card from your discard pile and) draw a card.		
<input type="checkbox"/> Instead of the first exploration of your turn, you may choose a character at your location to banish a card that has the Animal ( <input type="checkbox"/> or Divine) trait from his discard pile, then each character at your location may recharge up to 2 ( <input type="checkbox"/> or 3) random cards from her discard pile.		
<input type="checkbox"/> At the start of your turn, if you have more cards in your discard pile than another character at your location has, you may reset your hand.		

# Hash Slinger



Female Goblin Fortune-Teller

Zibini!



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d4 <input type="checkbox"/> +1	<b>WEAPON</b> 1 <input type="checkbox"/> 2	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1	<b>ARMOR</b> — <input type="checkbox"/> 1	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ITEM</b> 3 <input type="checkbox"/> 4	
<b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	<b>ALLY</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +1 KNOWLEDGE: CHARISMA +0	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors		
When a character at your location ( <input type="checkbox"/> or any character) discards any number of cards as damage, you may examine the top card of his deck ( <input type="checkbox"/> or his location deck).		
For your combat check, you may use your Divine skill + 2d4 ( <input type="checkbox"/> 3d4) and add the Attack, Magic, and Mental traits; a character at your location is dealt 1 Mental damage that may not be reduced. This counts as playing a spell.		

Female Goblin Fortune-Teller

Zibini!



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SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d4 <input type="checkbox"/> +1	<b>WEAPON</b> 1 <input type="checkbox"/> 2	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1	<b>ARMOR</b> — <input type="checkbox"/> 1	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ITEM</b> 3 <input type="checkbox"/> 4	
<b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	<b>ALLY</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +1 KNOWLEDGE: CHARISMA +0	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
<b>PROFICIENT WITH</b> Light Armors		
When a character at your location ( <input type="checkbox"/> or any character) discards any number of cards as damage, you may examine the top card ( <input type="checkbox"/> or 2 cards) of his deck ( <input type="checkbox"/> or his location deck) ( <input type="checkbox"/> and you may shuffle any non-villain cards you examined into another deck of the same type).		
For your combat check, you may use your Divine skill + 2d4 ( <input type="checkbox"/> 3d4) and add the Attack, Magic, and Mental traits; a character at your location is dealt 1 Mental damage that may not be reduced. ( <input type="checkbox"/> You may increase the damage to 2 to additionally ignore a monster's immunity to the Mental trait on the check.) This counts as playing a spell.		
<input type="checkbox"/> At the start of a character's turn, if the top card of the blessings discard pile is a blessing, you may exchange it with the top card of the blessings deck. ( <input type="checkbox"/> Then you may shuffle the blessings deck.)		
<input type="checkbox"/> At the end of your turn, you may attempt to recharge a random spell in your discard pile ( <input type="checkbox"/> or from the discard pile of another character at your location to your deck).		

The Great



Female Goblin Fortune-Teller

# Zibini!



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SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d4 <input type="checkbox"/> +1	<b>WEAPON</b> 1 <input type="checkbox"/> 2	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1	<b>ARMOR</b> — <input type="checkbox"/> 1	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ITEM</b> 3 <input type="checkbox"/> 4	
<b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	<b>ALLY</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +1 KNOWLEDGE: CHARISMA +0	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors		
When a character at your location ( <input type="checkbox"/> or any character) discards any number of cards as damage, you may examine the top card of his deck ( <input type="checkbox"/> or his location deck).		
For your combat check, you may use your Divine skill + 2d4 ( <input type="checkbox"/> 3d4) and add the Attack, Magic, and Mental traits; a character at your location is dealt 1 Mental damage that may not be reduced. This counts as playing a spell.		

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SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d4 <input type="checkbox"/> +1	<b>WEAPON</b> 1 <input type="checkbox"/> 2	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1	<b>ARMOR</b> — <input type="checkbox"/> 1	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ITEM</b> 3 <input type="checkbox"/> 4	
<b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	<b>ALLY</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CHARISMA</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +1 KNOWLEDGE: CHARISMA +0	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
When a character at your location ( <input type="checkbox"/> or any character) discards any number of cards as damage, you may examine the top card of his deck ( <input type="checkbox"/> or his location deck). ( <input type="checkbox"/> Then you may shuffle that deck.)		
For your combat check, you may use your Divine skill + 2d4 ( <input type="checkbox"/> 3d4) ( <input type="checkbox"/> 4d4) and add the Attack, Magic, and Mental traits; a character at your location is dealt 1 Mental damage that may not be reduced. This counts as playing a spell.		
<input type="checkbox"/> Any character at your location may banish ( <input type="checkbox"/> or bury) an ally from his discard pile to evade his encounter.		
<input type="checkbox"/> Instead of the first exploration of your turn, if your location deck contains only 1 card ( <input type="checkbox"/> or 2 cards), you may attempt to close your location.		

## and Gobbly



### WEAPONS

- |                                     |                                      |                                       |
|-------------------------------------|--------------------------------------|---------------------------------------|
| ___ Dogslicer <b>(B)</b>            | ___ Flaming Heavy Pick +1 <b>(1)</b> | ___ Animalbane                        |
| ___ Horsechopper <b>(B)</b>         | ___ Cestus +1 <b>(2)</b>             | ___ Horsechopper +3 <b>(5)</b>        |
| ___ Poisoned Sand Tube <b>(B)</b>   | ___ Cleaving Dogslicer +2 <b>(3)</b> | ___ Mace of Smiting <b>(6)</b>        |
| ___ Sling Staff <b>(B)</b>          | ___ Flask Thrower <b>(4)</b>         | ___ Orcish Earthbreaker +2 <b>(6)</b> |
| ___ Torch <b>(B)</b>                | ___ Spellsword +2 <b>(4)</b>         | ___ _____                             |
| ___ Animalbane Dagger +1 <b>(1)</b> |                                      | ___ _____                             |

### SPELLS

- |                                  |                              |                               |
|----------------------------------|------------------------------|-------------------------------|
| ___ Bloodscent <b>(B)</b>        | ___ Charm Animal <b>(1)</b>  | ___ Cape of Wasps <b>(4)</b>  |
| ___ Burning Spot <b>(B)</b>      | ___ Fiery Glare <b>(1)</b>   | ___ Divine Blaze <b>(4)</b>   |
| ___ Cure <b>(B)<sup>B</sup></b>  | ___ Rain of Frogs <b>(1)</b> | ___ Limp Lash <b>(5)</b>      |
| ___ Detect Magic <b>(B)</b>      | ___ Cauterize <b>(2)</b>     | ___ Safety Bubble <b>(5)</b>  |
| ___ Fireblade <b>(B)</b>         | ___ Heat Metal <b>(2)</b>    | ___ Steal Soul <b>(5)</b>     |
| ___ Hide From Animals <b>(B)</b> | ___ Augury <b>(3)</b>        | ___ Bewilder <b>(6)</b>       |
| ___ Immolate <b>(B)</b>          | ___ Mad Monkeys <b>(3)</b>   | ___ Breath of Life <b>(6)</b> |
| ___ Oozikinesis <b>(B)</b>       | ___ Wall of Fire <b>(3)</b>  | ___ _____                     |

### ARMORS

- |  |                                     |                                    |
|--|-------------------------------------|------------------------------------|
| ___ Buckler <b>(B)<sup>B</sup></b>       | ___ Crocodile Skin Armor <b>(1)</b> | ___ Horn Lamellar <b>(5)</b>       |
| ___ Buckler Gun <b>(B)</b>               | ___ Bone Lamellar <b>(2)</b>        | ___ Flaming Buckler Gun <b>(6)</b> |
| ___ Doghide Armor <b>(B)</b>             | ___ Pot Helm <b>(3)</b>             | ___ _____                          |
| ___ Leather Armor <b>(B)<sup>B</sup></b> | ___ Venomous Buckler Gun <b>(4)</b> | ___ _____                          |

### ITEMS

- |   |                                   |                                  |
|---|-----------------------------------|----------------------------------|
| ___ Alchemist's Fire <b>(B)</b>                 | ___ Potion of Healing <b>(1)</b>  | ___ Bottled Lightning <b>(5)</b> |
| ___ Conch Shell <b>(B)</b>                      | ___ Drums of Haste <b>(2)</b>     | ___ Skill Slug <b>(5)</b>        |
| ___ Dogfinder <b>(B)</b>                        | ___ Liquid Ice <b>(2)</b>         | ___ Fuse Grenade <b>(6)</b>      |
| ___ Potion of Beast Skin <b>(B)<sup>B</sup></b> | ___ Alkali Flask <b>(3)</b>       | ___ Goblin Fire Drum <b>(6)</b>  |
| ___ Potion of Fortitude <b>(B)<sup>B</sup></b>  | ___ Magic Spyglass <b>(3)</b>     | ___ _____                        |
| ___ Potion of Vision <b>(B)</b>                 | ___ Eye of the Cyclops <b>(4)</b> | ___ _____                        |
| ___ Memory Mud <b>(1)</b>                       | ___ Potion of Heroism <b>(4)</b>  | ___ _____                        |

### ALLIES

- |                                    |                                     |                                |
|------------------------------------|-------------------------------------|--------------------------------|
| ___ Amphibier <b>(B)</b>           | ___ Giant Slug <b>(1)</b>           | ___ Imp <b>(4)</b>             |
| ___ Flybreath <b>(B)</b>           | ___ Toad <b>(1)</b>                 | ___ Kronkshaft <b>(5)</b>      |
| ___ Filled Lizard <b>(B)</b>       | ___ Mighty Gugmuff XXXII <b>(2)</b> | ___ Velociraptor <b>(5)</b>    |
| ___ Oomommy <b>(B)</b>             | ___ Monkey <b>(3)</b>               | ___ Chief Korgamorg <b>(6)</b> |
| ___ Reformatium Servant <b>(B)</b> | ___ Flork Fumblepot <b>(3)</b>      | ___ _____                      |
| ___ Turtle <b>(B)</b>              | ___ Magic Pig <b>(3)</b>            | ___ _____                      |
| ___ Vulture <b>(B)</b>             | ___ Gribbet <b>(4)</b>              | ___ _____                      |

### BLESSINGS

- |  |  |  |
|--|--|--|
| ___ Blessing of Lamashtu <b>(B)</b>                | ___ Blessing of the Boss <b>(2)</b>      | ___ Blessing of the Demon Queen <b>(5)</b> |
| ___ Blessing of the Gobs <b>(B)<sup>B</sup> x?</b> | ___ Blessing of Bark Breaker <b>(3)</b>  | ___ Blessing of Venkelvore <b>(5)</b>      |
| ___ Blessing of Bark Breaker <b>(1)</b>            | ___ Blessing of Venkelvore <b>(3)</b>    | ___ Blessing of the Neverfull <b>(6)</b>   |
| ___ Blessing of Hadregash <b>(1)</b>               | ___ Blessing of the Neverfull <b>(4)</b> | ___ _____                                  |
| ___ Blessing of Achaekkek <b>(2)</b>               |  | ___ _____                                  |

### WEAPONS

- |                                     |                                      |                                       |
|-------------------------------------|--------------------------------------|---------------------------------------|
| ___ Dogslicer <b>(B)</b>            | ___ Flaming Heavy Pick +1 <b>(1)</b> | ___ Animalbane                        |
| ___ Horsechopper <b>(B)</b>         | ___ Cestus +1 <b>(2)</b>             | ___ Horsechopper +3 <b>(5)</b>        |
| ___ Poisoned Sand Tube <b>(B)</b>   | ___ Cleaving Dogslicer +2 <b>(3)</b> | ___ Mace of Smiting <b>(6)</b>        |
| ___ Sling Staff <b>(B)</b>          | ___ Flask Thrower <b>(4)</b>         | ___ Orcish Earthbreaker +2 <b>(6)</b> |
| ___ Torch <b>(B)</b>                | ___ Spellsword +2 <b>(4)</b>         | ___ _____                             |
| ___ Animalbane Dagger +1 <b>(1)</b> |                                      | ___ _____                             |

### SPELLS

- |                                  |                              |                               |
|----------------------------------|------------------------------|-------------------------------|
| ___ Bloodscent <b>(B)</b>        | ___ Charm Animal <b>(1)</b>  | ___ Cape of Wasps <b>(4)</b>  |
| ___ Burning Spot <b>(B)</b>      | ___ Fiery Glare <b>(1)</b>   | ___ Divine Blaze <b>(4)</b>   |
| ___ Cure <b>(B)<sup>B</sup></b>  | ___ Rain of Frogs <b>(1)</b> | ___ Limp Lash <b>(5)</b>      |
| ___ Detect Magic <b>(B)</b>      | ___ Cauterize <b>(2)</b>     | ___ Safety Bubble <b>(5)</b>  |
| ___ Fireblade <b>(B)</b>         | ___ Heat Metal <b>(2)</b>    | ___ Steal Soul <b>(5)</b>     |
| ___ Hide From Animals <b>(B)</b> | ___ Augury <b>(3)</b>        | ___ Bewilder <b>(6)</b>       |
| ___ Immolate <b>(B)</b>          | ___ Mad Monkeys <b>(3)</b>   | ___ Breath of Life <b>(6)</b> |
| ___ Oozikinesis <b>(B)</b>       | ___ Wall of Fire <b>(3)</b>  | ___ _____                     |

### ARMORS

- |  |                                     |                                    |
|--|-------------------------------------|------------------------------------|
| ___ Buckler <b>(B)<sup>B</sup></b>       | ___ Crocodile Skin Armor <b>(1)</b> | ___ Horn Lamellar <b>(5)</b>       |
| ___ Buckler Gun <b>(B)</b>               | ___ Bone Lamellar <b>(2)</b>        | ___ Flaming Buckler Gun <b>(6)</b> |
| ___ Doghide Armor <b>(B)</b>             | ___ Pot Helm <b>(3)</b>             | ___ _____                          |
| ___ Leather Armor <b>(B)<sup>B</sup></b> | ___ Venomous Buckler Gun <b>(4)</b> | ___ _____                          |

### ITEMS

- |   |                                   |                                  |
|---|-----------------------------------|----------------------------------|
| ___ Alchemist's Fire <b>(B)</b>                 | ___ Potion of Healing <b>(1)</b>  | ___ Bottled Lightning <b>(5)</b> |
| ___ Conch Shell <b>(B)</b>                      | ___ Drums of Haste <b>(2)</b>     | ___ Skill Slug <b>(5)</b>        |
| ___ Dogfinder <b>(B)</b>                        | ___ Liquid Ice <b>(2)</b>         | ___ Fuse Grenade <b>(6)</b>      |
| ___ Potion of Beast Skin <b>(B)<sup>B</sup></b> | ___ Alkali Flask <b>(3)</b>       | ___ Goblin Fire Drum <b>(6)</b>  |
| ___ Potion of Fortitude <b>(B)<sup>B</sup></b>  | ___ Magic Spyglass <b>(3)</b>     | ___ _____                        |
| ___ Potion of Vision <b>(B)</b>                 | ___ Eye of the Cyclops <b>(4)</b> | ___ _____                        |
| ___ Memory Mud <b>(1)</b>                       | ___ Potion of Heroism <b>(4)</b>  | ___ _____                        |

### ALLIES

- |                                    |                                     |                                |
|------------------------------------|-------------------------------------|--------------------------------|
| ___ Amphibier <b>(B)</b>           | ___ Giant Slug <b>(1)</b>           | ___ Imp <b>(4)</b>             |
| ___ Flybreath <b>(B)</b>           | ___ Toad <b>(1)</b>                 | ___ Kronkshaft <b>(5)</b>      |
| ___ Filled Lizard <b>(B)</b>       | ___ Mighty Gugmuff XXXII <b>(2)</b> | ___ Velociraptor <b>(5)</b>    |
| ___ Oomommy <b>(B)</b>             | ___ Monkey <b>(3)</b>               | ___ Chief Korgamorg <b>(6)</b> |
| ___ Reformatium Servant <b>(B)</b> | ___ Flork Fumblepot <b>(3)</b>      | ___ _____                      |
| ___ Turtle <b>(B)</b>              | ___ Magic Pig <b>(3)</b>            | ___ _____                      |
| ___ Vulture <b>(B)</b>             | ___ Gribbet <b>(4)</b>              | ___ _____                      |

### BLESSINGS

- |  |  |  |
|--|--|--|
| ___ Blessing of Lamashtu <b>(B)</b>                | ___ Blessing of the Boss <b>(2)</b>      | ___ Blessing of the Demon Queen <b>(5)</b> |
| ___ Blessing of the Gobs <b>(B)<sup>B</sup> x?</b> | ___ Blessing of Bark Breaker <b>(3)</b>  | ___ Blessing of Venkelvore <b>(5)</b>      |
| ___ Blessing of Bark Breaker <b>(1)</b>            | ___ Blessing of Venkelvore <b>(3)</b>    | ___ Blessing of the Neverfull <b>(6)</b>   |
| ___ Blessing of Hadregash <b>(1)</b>               | ___ Blessing of the Neverfull <b>(4)</b> | ___ _____                                  |
| ___ Blessing of Achaekkek <b>(2)</b>               |  | ___ _____                                  |