



Alahazra

Female Human Oracle



Played by:

PFS Number:



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SKILLS	CARDS	FT: BLESSING
STRENGTH d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +2	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH <input type="checkbox"/> Light Armors		
For your combat check, you may discard the top card of your deck to use your Divine skill + 2d4 plus that card's adventure deck number and add the Attack, Divine, Fire, and Magic traits to the check. This counts as playing a spell. (<input type="checkbox"/> If the discarded card is a spell, you may recharge it instead.)		
When you examine 1 or more cards from a character or location deck, you may examine an additional card.		
During your exploration, when you succeed at a check that invokes the Fire (<input type="checkbox"/> or Attack) trait, you may move after you resolve the encounter.		

SKILLS	CARDS	FT: BLESSING
STRENGTH d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +2	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH <input type="checkbox"/> Light Armors		
For your combat check, you may discard the top card of your deck to use your Divine skill + 2d4 (<input type="checkbox"/> 2d6) plus that card's adventure deck number and add the Attack, Divine, Fire, and Magic traits to the check. This counts as playing a spell. (<input type="checkbox"/> If the discarded card is a spell, you may recharge it instead.) (<input type="checkbox"/> If the discarded card is a blessing, you may recharge it instead.)		
When you examine 1 or more cards from a character or location deck, you may examine an additional card. (<input type="checkbox"/> Then you may draw a card.)		
During your exploration, when you succeed at a check that invokes the Fire (<input type="checkbox"/> or Attack) trait, you may move after you resolve the encounter (<input type="checkbox"/> and/or then move another character to your location).		
<input type="checkbox"/> You may recharge a spell to evade a barrier you encounter (<input type="checkbox"/> or to allow a character at your location to evade a barrier he encounters).		
<input type="checkbox"/> At the (<input type="checkbox"/> start and/or) end of your turn, you may examine the top card of your location deck.		

Wandering Prophet



Alahazra

Female Human Oracle



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SKILLS		CARDS	FT: BLESSING
STRENGTH	d4 □+1 □+2	WEAPON	— □ 1
DEXTERITY	d4 □+1 □+2	SPELL	5 □ 6 □ 7
CONSTITUTION	d8 □+1 □+2 FORTITUDE: CONSTITUTION +2	ARMOR	— □ 1
INTELLIGENCE	d8 □+1 □+2 □+3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3
WISDOM	d6 □+1 □+2	ALLY	3 □ 4 □ 5
CHARISMA	d12 □+1 □+2 □+3 □+4 DIVINE: CHARISMA +2	BLESSING	5 □ 6 □ 7 □ 8
POWERS			
HAND SIZE	5 □ 6		
PROFICIENT WITH	□ Light Armors		
For your combat check, you may discard the top card of your deck to use your Divine skill + 2d4 plus that card's adventure deck number and add the Attack, Divine, Fire, and Magic traits to the check. This counts as playing a spell. (□ If the discarded card is a spell, you may recharge it instead.)			
When you examine 1 or more cards from a character or location deck, you may examine an additional card.			
During your exploration, when you succeed at a check that invokes the Fire (□ or Attack) trait, you may move after you resolve the encounter.			

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SKILLS		CARDS	FT: BLESSING
STRENGTH	d4 □+1 □+2	WEAPON	— □ 1
DEXTERITY	d4 □+1 □+2	SPELL	5 □ 6 □ 7
CONSTITUTION	d8 □+1 □+2 FORTITUDE: CONSTITUTION +2	ARMOR	— □ 1
INTELLIGENCE	d8 □+1 □+2 □+3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3
WISDOM	d6 □+1 □+2	ALLY	3 □ 4 □ 5
CHARISMA	d12 □+1 □+2 □+3 □+4 DIVINE: CHARISMA +2	BLESSING	5 □ 6 □ 7 □ 8
POWERS			
HAND SIZE	5 □ 6 □ 7		
PROFICIENT WITH	□ Light Armors		
For your combat check, you may discard the top card of your deck to use your Divine skill + 2d4 (□ 2d6) plus (□ twice) that card's adventure deck number and add the Attack, Divine, Fire (□ or Force or Mental), and Magic traits to the check. This counts as playing a spell. (□ If the discarded card is a spell, you may recharge it instead.)			
When you examine 1 or more cards from a character or location deck, you may examine an additional card (□ and then you may shuffle that deck).			
During your exploration, when you succeed at a check that invokes the Fire (□ or Attack) trait, you may move after you resolve the encounter.			
□ When you start your turn with no blessings in your hand, you may draw a card (□ and then you may recharge a card).			
□ At the start of your turn, you may examine the bottom card of your location deck.			

Bride of the Sun



Grazzle

Male Lizardfolk Oracle



Played by:

PFS Number:



Grazzle

Male Lizardfolk Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 1 <input type="checkbox"/> 2	
DEXTERITY d6 <input type="checkbox"/> +1	SPELL 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CRAFT: WISDOM +1 SURVIVAL: WISDOM +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIVINE: CHARISMA +3		
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors		
You automatically succeed at your check to recharge a spell (<input type="checkbox"/> and you may shuffle it into your deck instead).		
At the start of your turn, you may discard any number of cards from the top of your deck. Each other character may shuffle random cards from his discard pile into his deck; the total number of cards shuffled must not exceed (<input type="checkbox"/> 1 plus) twice the number of cards you discarded.		
<input type="checkbox"/> Add 2 to your check that invokes the Attack trait.		

SKILLS	CARDS	FT: SPELL
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 1 <input type="checkbox"/> 2	
DEXTERITY d6 <input type="checkbox"/> +1	SPELL 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CRAFT: WISDOM +1 SURVIVAL: WISDOM +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIVINE: CHARISMA +3		
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors		
You automatically succeed at your check to recharge a spell (<input type="checkbox"/> and you may shuffle it into your deck instead).		
At the start of your turn, you may discard any number of cards from the top of your deck. (<input type="checkbox"/> If any of those cards have the Divine trait, you may recharge them instead.) Each other character may shuffle random cards from his discard pile into his deck; the total number of cards shuffled must not exceed (<input type="checkbox"/> 1 plus) (<input type="checkbox"/> 2 plus) (<input type="checkbox"/> 3 plus) twice the number of cards you discarded.		
<input type="checkbox"/> Add 2 to your check that invokes the Attack trait.		
<input type="checkbox"/> Instead of the first exploration of your turn, you may shuffle a blessing (<input type="checkbox"/> or a spell) into your deck to shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from your discard pile into your deck.		
<input type="checkbox"/> Blessings you play on any check that invokes the Attack trait add d12 instead of the normal die; you may recharge them instead of discarding them.		

Bog Medic



Grazzle

Male Lizardfolk Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 1 <input type="checkbox"/> 2	
DEXTERITY d6 <input type="checkbox"/> +1	SPELL 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CRAFT: WISDOM +1 SURVIVAL: WISDOM +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIVINE: CHARISMA +3		
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors		
You automatically succeed at your check to recharge a spell (<input type="checkbox"/> and you may shuffle it into your deck instead).		
At the start of your turn, you may discard any number of cards from the top of your deck. Each other character may shuffle random cards from his discard pile into his deck; the total number of cards shuffled must not exceed (<input type="checkbox"/> 1 plus) twice the number of cards you discarded.		
<input type="checkbox"/> Add 2 to your check that invokes the Attack trait.		

Grazzle

Male Lizardfolk Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 1 <input type="checkbox"/> 2	
DEXTERITY d6 <input type="checkbox"/> +1	SPELL 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CRAFT: WISDOM +1 SURVIVAL: WISDOM +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIVINE: CHARISMA +3		
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors		
You automatically succeed at your check to recharge a spell (<input type="checkbox"/> and you may shuffle it into your deck instead).		
At the start of your turn, you may discard any number of cards from the top of your deck. (<input type="checkbox"/> If any of those cards have the Divine trait, you may recharge a random card (<input type="checkbox"/> or 2 random cards) from your discard pile.) Each other character may shuffle random cards from his discard pile into his deck; the total number of cards shuffled must not exceed (<input type="checkbox"/> 1 plus) twice the number of cards you discarded.		
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check that invokes the Attack trait.		
<input type="checkbox"/> You may recharge a card that has the Divine trait to examine the top card (<input type="checkbox"/> or top 2 cards) of a location deck at any occupied location (<input type="checkbox"/> and during this examination, you may ignore any powers on the examined card).		
<input type="checkbox"/> When you would bury or discard an armor for its power, you may recharge it instead.		
<input type="checkbox"/> When you discard or bury a card to examine a location deck, you may recharge it instead.		

Bone Diviner

Ramexes

Male Pitborn Oracle



Played by:

PFS Number:



Ramexes

Male Pitborn Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +3	WEAPON 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 3 <input type="checkbox"/> 4	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +1	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you defeat a monster, you may examine the top card (<input type="checkbox"/> or top 2 cards) of your location deck.		
You may recharge a card that has the Divine trait to add 1d8 and the Fire (<input type="checkbox"/> or Acid or Poison) trait to your combat check.		
You may bury an ally from your discard pile to explore your location (<input type="checkbox"/> or to evade a bane you encounter).		

SKILLS	CARDS	FT: WEAPON
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +3	WEAPON 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 3 <input type="checkbox"/> 4	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +1	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you defeat a monster, you may examine the top card (<input type="checkbox"/> or top 2 cards) (<input type="checkbox"/> or top 3 cards) of your (<input type="checkbox"/> or any) location deck (<input type="checkbox"/> and put them back in any order).		
You may recharge a card that has the Divine trait to add 1d8 and the Fire (<input type="checkbox"/> or Acid or Poison) trait to your combat check.		
You may bury an ally from your discard pile to explore your location (<input type="checkbox"/> or to evade a bane you encounter) (<input type="checkbox"/> or to add your Charisma die to your check to close your location).		
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to recharge a spell.		
<input type="checkbox"/> After you examine a location deck, you may examine the same number of cards from your character deck (<input type="checkbox"/> and then you may shuffle your deck).		

Haruspex

Ramexes

Male Pitborn Oracle



Played by:

PFS Number:



Ramexes

Male Pitborn Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +3	WEAPON 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 3 <input type="checkbox"/> 4	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +1	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you defeat a monster, you may examine the top card (<input type="checkbox"/> or top 2 cards) of your location deck.		
You may recharge a card that has the Divine trait to add 1d8 and the Fire (<input type="checkbox"/> or Acid or Poison) trait to your combat check.		
You may bury an ally from your discard pile to explore your location (<input type="checkbox"/> or to evade a bane you encounter).		

SKILLS	CARDS	FT: WEAPON
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +3	WEAPON 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 3 <input type="checkbox"/> 4	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +1	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you defeat a monster, you may examine the top card (<input type="checkbox"/> or top 2 cards) of your location deck (<input type="checkbox"/> or recharge a random weapon from your discard pile).		
You may recharge (<input type="checkbox"/> or reveal) a card that has the Divine trait to add 1d8 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Fire (<input type="checkbox"/> or Acid or Poison) trait to your combat check.		
You may bury an ally from your discard pile to explore your location (<input type="checkbox"/> or to evade a bane you encounter) (<input type="checkbox"/> or to add 1 die to any check to defeat a henchman or villain).		
<input type="checkbox"/> Add 1 die to your check to acquire a weapon or armor.		
<input type="checkbox"/> When you discard a weapon for its power, you may first recharge a random card from your discard pile (<input type="checkbox"/> or shuffle it into your deck).		

Warsighted

WEAPONS

___ Battleaxe (B)	___ Repelling Pike +1 (1)	___ Heavy Pick +2 (4)
___ Heavy Pick (B)	___ Flaming Scimitar +1 (2)	___ Shortspear +3 (4)
___ Khopesh (B)	___ Warhammer +2 (2)	___ Humanbane Gladius +2 (5)
___ Quarterstaff (B)	___ Disrupting Rapier +1 (3)	___ Shock Greatsword +2 (6)
___ Bastard Sword +1 (1)	___ Icy Hooked Hammer +1 (3)	___ _____

SPELLS

___ Burst Bonds (B)	___ Strength (B)	___ Major Cure (3)
___ Cure (B)^B	___ Viper Strike (B)	___ Divine Blaze (4)
___ Detect Magic (B)	___ Flames of the Faithful (1)	___ Scrying (4)
___ Eloquence (B)	___ Life Drain (1)	___ Icy Prison (5)
___ Find Traps (B)	___ Aqueous Orb (2)	___ Sirocco (5)
___ Fireblade (B)	___ Body of Flame (2)	___ Breath of Life (6)
___ Frigid Blast (B)	___ Heat Metal (2)	___ Sign of Wrath (6)
___ Holy Light (B)	___ Cloak of Winds (3)	___ _____
___ Inflict (B)	___ Ice Strike (3)	___ _____

ARMORS

___ Crocodile Skin Armor (B)	___ Hide Armor of Fire Resistance (2)	___ Reflecting Shield (4)
___ Hide Armor (B)^B	___ Shark Skin Armor (2)	___ Bolstering Armor (5)
___ Magic Leather Armor (B)	___ Wilderness Studded Leather (3)	___ Robe of Vision (6)
___ Wooden Shield (B)	___ Expeditious Chain Mail (4)	___ _____
___ Benevolent Buckler (B)	___ _____	___ _____
___ Elven Chain Shirt (1)	___ _____	___ _____

ITEMS

___ Amulet of Life (B)	___ Seer's Tea (1)	___ Blindfold of the Night Sky (5)
___ Flame Staff (B)	___ Helpful Haversack (2)	___ Pearl of Magic (6)
___ Scrying Mirror (B)	___ Crystal Ball (3)	___ _____
___ Smoked Glass Goggles (B)	___ Mist Horn (3)	___ _____
___ Ruby of Charisma (1)	___ Climber's Gloves (4)	___ _____

ALLIES

___ Apprentice (B)	___ Social Climber (1)	___ Chevalier (5)
___ Boatswain (B)	___ Clockwork Servant (2)	___ Clockwork Librarian (5)
___ Clockwork Butterfly (B)	___ Wolf (2)	___ Fortune-Teller (6)
___ Frog (B)	___ Imp (3)	___ Mountaineer (6)
___ Lookout (B)	___ Reveler (3)	___ _____
___ Researcher (B)	___ Harbinger Disciple (4)	___ _____
___ Druid of the Flame (1)	___ Wayfarer (4)	___ _____

BLESSINGS

___ Blessing of Pharasma (B)	___ Blessing of Pharasma (2)	___ Blessing of Achaek (5)
___ Blessing of the Gods (B)^B x5	___ Blessing of Gorum (3)	___ Blessing of Nethys (5)
___ Blessing of Abadar (1)	___ Blessing of Milani (3)	___ Blessing of Gorum (6)
___ Blessing of Gorum (1)	___ Blessing of Osiris (4)	___ Blessing of Pharasma (6)
___ Blessing of Isis (2)	___ Blessing of Sivanah (4)	___ _____

WEAPONS

___ Battleaxe (B)	___ Repelling Pike +1 (1)	___ Heavy Pick +2 (4)
___ Heavy Pick (B)	___ Flaming Scimitar +1 (2)	___ Shortspear +3 (4)
___ Khopesh (B)	___ Warhammer +2 (2)	___ Humanbane Gladius +2 (5)
___ Quarterstaff (B)	___ Disrupting Rapier +1 (3)	___ Shock Greatsword +2 (6)
___ Bastard Sword +1 (1)	___ Icy Hooked Hammer +1 (3)	___ _____

SPELLS

___ Burst Bonds (B)	___ Strength (B)	___ Major Cure (3)
___ Cure (B)^B	___ Viper Strike (B)	___ Divine Blaze (4)
___ Detect Magic (B)	___ Flames of the Faithful (1)	___ Scrying (4)
___ Eloquence (B)	___ Life Drain (1)	___ Icy Prison (5)
___ Find Traps (B)	___ Aqueous Orb (2)	___ Sirocco (5)
___ Fireblade (B)	___ Body of Flame (2)	___ Breath of Life (6)
___ Frigid Blast (B)	___ Heat Metal (2)	___ Sign of Wrath (6)
___ Holy Light (B)	___ Cloak of Winds (3)	___ _____
___ Inflict (B)	___ Ice Strike (3)	___ _____

ARMORS

___ Crocodile Skin Armor (B)	___ Hide Armor of Fire Resistance (2)	___ Reflecting Shield (4)
___ Hide Armor (B)^B	___ Shark Skin Armor (2)	___ Bolstering Armor (5)
___ Magic Leather Armor (B)	___ Wilderness Studded Leather (3)	___ Robe of Vision (6)
___ Wooden Shield (B)	___ Expeditious Chain Mail (4)	___ _____
___ Benevolent Buckler (B)	___ _____	___ _____
___ Elven Chain Shirt (1)	___ _____	___ _____

ITEMS

___ Amulet of Life (B)	___ Seer's Tea (1)	___ Blindfold of the Night Sky (5)
___ Flame Staff (B)	___ Helpful Haversack (2)	___ Pearl of Magic (6)
___ Scrying Mirror (B)	___ Crystal Ball (3)	___ _____
___ Smoked Glass Goggles (B)	___ Mist Horn (3)	___ _____
___ Ruby of Charisma (1)	___ Climber's Gloves (4)	___ _____

ALLIES

___ Apprentice (B)	___ Social Climber (1)	___ Chevalier (5)
___ Boatswain (B)	___ Clockwork Servant (2)	___ Clockwork Librarian (5)
___ Clockwork Butterfly (B)	___ Wolf (2)	___ Fortune-Teller (6)
___ Frog (B)	___ Imp (3)	___ Mountaineer (6)
___ Lookout (B)	___ Reveler (3)	___ _____
___ Researcher (B)	___ Harbinger Disciple (4)	___ _____
___ Druid of the Flame (1)	___ Wayfarer (4)	___ _____

BLESSINGS

___ Blessing of Pharasma (B)	___ Blessing of Pharasma (2)	___ Blessing of Achaek (5)
___ Blessing of the Gods (B)^B x5	___ Blessing of Gorum (3)	___ Blessing of Nethys (5)
___ Blessing of Abadar (1)	___ Blessing of Milani (3)	___ Blessing of Gorum (6)
___ Blessing of Gorum (1)	___ Blessing of Osiris (4)	___ Blessing of Pharasma (6)
___ Blessing of Isis (2)	___ Blessing of Sivanah (4)	___ _____