



Alase

Female Human Summoner



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL OR BLESSING
STRENGTH d6 □ +1	WEAPON — □ 1	
DEXTERITY d6 □ +1 □ +2	SPELL 5 □ 6 □ 7 □ 8	
CONSTITUTION d6 □ +1 □ +2	ARMOR 1 □ 2	
INTELLIGENCE d6 □ +1 □ +2	ITEM 2 □ 3 □ 4	
WISDOM d8 □ +1 □ +2 □ +3 □ +4 PERCEPTION: WISDOM +2 SURVIVAL: WISDOM +2	ALLY 2 □ 3	
CHARISMA d10 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +1	BLESSING 5 □ 6 □ 7	
	COHORT TONBARSE	
POWERS		
HAND SIZE 6 □ 7		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, bury it.		
At the start or end of your turn, you may examine the top card of the cohort Tonbarse's location, then (□ you may) shuffle that deck, then draw Tonbarse.		
When you play a blessing (□ or a spell or an ally) on a check by a character at Tonbarse's location, you may recharge it (□ or shuffle it into your deck) instead of discarding it.		

Alase

Female Human Summoner



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL OR BLESSING
STRENGTH d6 □ +1	WEAPON — □ 1	
DEXTERITY d6 □ +1 □ +2	SPELL 5 □ 6 □ 7 □ 8	
CONSTITUTION d6 □ +1 □ +2	ARMOR 1 □ 2	
INTELLIGENCE d6 □ +1 □ +2	ITEM 2 □ 3 □ 4	
WISDOM d8 □ +1 □ +2 □ +3 □ +4 PERCEPTION: WISDOM +2 SURVIVAL: WISDOM +2	ALLY 2 □ 3	
CHARISMA d10 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +1	BLESSING 5 □ 6 □ 7	
	COHORT TONBARSE	
POWERS		
HAND SIZE 6 □ 7 □ 8		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, bury it.		
At the start or end of your turn, you may examine the top card of the cohort Tonbarse's location, (□ then, if it is a blessing, you may encounter it,) then (□ you may) shuffle that deck, then draw Tonbarse.		
When you play a blessing (□ or a spell or an ally) on a check by a character at Tonbarse's location, you may recharge it (□ or shuffle it into your deck) instead of discarding it. (□ You may add d8s instead of the normal dice added by the card.)		
□ When you encounter a card and Tonbarse is displayed, you may display him at your location. (□ If you do, add 1d4 to your combat checks during the encounter.)		
□ While you attempt a check to acquire (□ or would banish) a card that has an adventure deck number at least 2 less than the scenario's adventure deck number, you may recharge a blessing to gain the skill DIVINE: CHARISMA +2.		
□ When a character at Tonbarse's location is dealt damage, that character may recharge any number of blessings to reduce all damage by 2 for each blessing recharged.		

God Caller



Alase

Female Human Summoner



Played by:

PFS Number:



Alase

Female Human Summoner



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL OR BLESSING
STRENGTH d6 □ +1	WEAPON — □ 1	
DEXTERITY d6 □ +1 □ +2	SPELL 5 □ 6 □ 7 □ 8	
CONSTITUTION d6 □ +1 □ +2	ARMOR 1 □ 2	
INTELLIGENCE d6 □ +1 □ +2	ITEM 2 □ 3 □ 4	
WISDOM d8 □ +1 □ +2 □ +3 □ +4 PERCEPTION: WISDOM +2 SURVIVAL: WISDOM +2	ALLY 2 □ 3	
CHARISMA d10 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +1	BLESSING 5 □ 6 □ 7	
	COHORT TONBARSE	
POWERS		
HAND SIZE 6 □ 7		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, bury it.		
At the start or end of your turn, you may examine the top card of the cohort Tonbarse's location, then (□ you may) shuffle that deck, then draw Tonbarse.		
When you play a blessing (□ or a spell or an ally) on a check by a character at Tonbarse's location, you may recharge it (□ or shuffle it into your deck) instead of discarding it.		

SKILLS	CARDS	FT: SPELL OR BLESSING
STRENGTH d6 □ +1	WEAPON — □ 1	
DEXTERITY d6 □ +1 □ +2	SPELL 5 □ 6 □ 7 □ 8	
CONSTITUTION d6 □ +1 □ +2	ARMOR 1 □ 2	
INTELLIGENCE d6 □ +1 □ +2	ITEM 2 □ 3 □ 4	
WISDOM d8 □ +1 □ +2 □ +3 □ +4 PERCEPTION: WISDOM +2 SURVIVAL: WISDOM +2	ALLY 2 □ 3	
CHARISMA d10 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +1	BLESSING 5 □ 6 □ 7	
	COHORT TONBARSE	
POWERS		
HAND SIZE 6 □ 7 □ 8		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, bury it.		
At the start or end of your turn, you may examine the top (□ and bottom) card of the cohort Tonbarse's location, then (□ you may) shuffle that deck, then draw Tonbarse. (□ Then you may display Tonbarse next to a location and may move to that location.)		
When you play a blessing (□ or a spell or an ally) on a check by a character at Tonbarse's location, you may recharge it (□ or shuffle it into your deck) instead of discarding it.		
□ Add 1d4 (□ 1d8) to any check to close Tonbarse's location. (□ On closing, you may draw an ally from your discard pile.)		
□ After you examine a card in a location deck, you may recharge a card; if you do, you may draw a card.		
□ When a character at Tonbarse's location fails to defeat a non-villain, non-henchman bane and would shuffle it into his location deck, you may return Tonbarse to your hand and display him at another open location to shuffle the bane into that location instead.		

Sarkoris Guide

Balazar

Male Gnome Summoner



Played by:

FFS Number:



Balazar

Male Gnome Summoner



Played by:

FFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON —	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
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 ARCANE: CHARISMA +2	BLESSING 3 <input type="checkbox"/> 4	
	COHORT PADRIG	

POWERS

HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
PROFICIENT WITH Light Armors
After you play a spell that has the Attack trait, bury it.
You may recharge a spell to draw a random monster from the box.
When you defeat a monster and would banish it, you may add it to your hand instead.
You may banish a monster from your hand to add 1d4 plus the monster's adventure deck number to a combat check by a character at your location (<input type="checkbox"/> or to reduce damage dealt to a character at your location by 1 plus the monster's adventure deck number) (<input type="checkbox"/> or to recharge a spell from your discard pile).

SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON —	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
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 ARCANE: CHARISMA +2	BLESSING 3 <input type="checkbox"/> 4	
	COHORT PADRIG	

POWERS

HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
PROFICIENT WITH Light Armors
After you play a spell that has the Attack trait, bury it.
You may recharge (<input type="checkbox"/> or shuffle into your deck) a spell (<input type="checkbox"/> or an ally) to draw a random monster from the box. (<input type="checkbox"/> When you defeat a summoned monster, you may draw a random monster from the box.)
When you defeat a monster and would banish it, you may add it to your hand instead.
You may banish a monster from your hand to add 1d4 plus the monster's adventure deck number to a combat check by a character at your location (<input type="checkbox"/> or to reduce damage dealt to a character at your location by 1 plus the monster's adventure deck number) (<input type="checkbox"/> or to recharge a spell from your discard pile) (<input type="checkbox"/> or to add 1 plus the monster's adventure deck number to a check to acquire by a character at your location).
<input type="checkbox"/> You may evade a summoned card (<input type="checkbox"/> or monster) you encounter.
<input type="checkbox"/> You may banish a monster from your hand to add 1d4 to your non-combat check against a card. (<input type="checkbox"/> Add an additional 1d6 if the monster's adventure deck number exceeds the card's adventure deck number.)

Teratomancer



Balazar

Male Gnome Summoner



Played by:

FFS Number:



Balazar

Male Gnome Summoner



Played by:

FFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON —	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
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 ARCANE: CHARISMA +2	BLESSING 3 <input type="checkbox"/> 4	
	COHORT PADRIG	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, bury it.		
You may recharge a spell to draw a random monster from the box.		
When you defeat a monster and would banish it, you may add it to your hand instead.		
You may banish a monster from your hand to add 1d4 plus the monster's adventure deck number to a combat check by a character at your location (<input type="checkbox"/> or to reduce damage dealt to a character at your location by 1 plus the monster's adventure deck number) (<input type="checkbox"/> or to recharge a spell from your discard pile).		

SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON —	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
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 ARCANE: CHARISMA +2	BLESSING 3 <input type="checkbox"/> 4	
	COHORT PADRIG	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, bury it.		
You may recharge a spell to draw a random monster from the box.		
When you defeat a monster (<input type="checkbox"/> or another character at your location defeats a monster) and would banish it, you may add it to your hand instead.		
You may banish a monster from your hand to add 1d4 plus the monster's adventure deck number to a combat check by a character at your location (<input type="checkbox"/> or to reduce damage dealt to a character at your location by 1 plus the monster's adventure deck number) (<input type="checkbox"/> or to recharge a spell from your discard pile) (<input type="checkbox"/> or when you would fail a non-combat check against a bane, to reroll the dice; take the new result).		
<input type="checkbox"/> When you would draw a monster from the box, draw 2 and choose 1.		
<input type="checkbox"/> On your check against a card, you may banish a monster that shares 1 or more traits that are not Basic, Elite, or Veteran with that card to add 1d6 (<input type="checkbox"/> 1d10).		
<input type="checkbox"/> When you add your cohort to your hand, you may exchange it with another from the Summoner Class Deck. (<input type="checkbox"/> You may also draw 2 random monsters from the box.)		



Female Fetchling Summoner

Zetha



Played by:



PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +3	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +1	BLESSING 4 <input type="checkbox"/> 5	
	COHORT AHTEZ	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, banish it.		
At the start of your turn, you may draw 1 (<input type="checkbox"/> or 2) random monster(s) from the box.		
You may banish a monster from your hand evade your encounter or to use your Stealth skill in place of the listed skill for a non-combat check (<input type="checkbox"/> or, if you're not in an encounter, to move) (<input type="checkbox"/> or to add 1d6 to your check to defeat a barrier).		

Female Fetchling Summoner

Zetha



Played by:



PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +3	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +1	BLESSING 4 <input type="checkbox"/> 5	
	COHORT AHTEZ	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, banish it.		
At the start of your turn, you may draw 1 (<input type="checkbox"/> or 2) random monster(s) from the box.		
You may banish a monster from your hand evade your encounter or to use your Stealth skill in place of the listed skill for a non-combat check (<input type="checkbox"/> or, if you're not in an encounter, to move) (<input type="checkbox"/> or to add 1d6 to your check to defeat a barrier) (<input type="checkbox"/> or, immediately after evading an encounter, to explore your location).		
<input type="checkbox"/> When you play Ahtez for your combat check, add 1d6 (<input type="checkbox"/> 2d6).		
<input type="checkbox"/> When you evade an encounter, you may put it under the top card of your location deck (<input type="checkbox"/> and you may examine the top card of your location deck).		
<input type="checkbox"/> For your combat check (<input type="checkbox"/> or your check to defeat a barrier that has the Skirmish trait), you may banish a monster to use the monster's highest difficulty to defeat as the result of your check. Characters may not play other cards or use powers on this check.		

Gloomwalker



Female Fetchling Summoner

Zetha



Played by:

PFS Number:



Female Fetchling Summoner

Zetha



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +3	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +1	BLESSING 4 <input type="checkbox"/> 5	
POWERS	COHORT AHTEZ	
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, banish it.		
At the start of your turn, you may draw 1 (<input type="checkbox"/> or 2) random monster(s) from the box.		
You may banish a monster from your hand evade your encounter or to use your Stealth skill in place of the listed skill for a non-combat check (<input type="checkbox"/> or, if you're not in an encounter, to move) (<input type="checkbox"/> or to add 1d6 to your check to defeat a barrier).		

SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +3	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +1	BLESSING 4 <input type="checkbox"/> 5	
POWERS	COHORT AHTEZ	
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
PROFICIENT WITH Light Armors		
After you play a spell that has the Attack trait, banish it.		
At the start of your turn, you may draw 1 (<input type="checkbox"/> or 2) (<input type="checkbox"/> or 3) random monster(s) from the box.		
You may banish a monster from your hand evade your encounter or to use your Stealth skill in place of the listed skill for a non-combat check (<input type="checkbox"/> or, if you're not in an encounter, to move) (<input type="checkbox"/> or to add 1d6 to your check to defeat a barrier) (<input type="checkbox"/> or to examine the top card of any location deck).		
<input type="checkbox"/> Add 1d4 (<input type="checkbox"/> 1d8) to your check to acquire or recharge an ally or a spell.		
<input type="checkbox"/> When you would fail to acquire a boon, you may evade it. (<input type="checkbox"/> If you do, you may shuffle it into another location deck.)		

Shadow Caller



WEAPONS

- ___ Quarterstaff of Vaulting **(B)**
- ___ Staff of Dark Flame **(3)**
- ___ Master's Lash **(6)**

SPELLS

- ___ Black Spot **(B)^B**
- ___ Create Pit **(B)^B**
- ___ Detect Magic **(B)^B**
- ___ Eloquence **(B)^B**
- ___ Enchanted Fang **(B)^B**
- ___ Evolution Surge **(B)**
- ___ Mirror Image **(B)**
- ___ Phantasmal Minion **(B)^B**
- ___ Summon Steed **(B)^B**
- ___ Augury **(1)**
- ___ Rain of Frogs **(1)**
- ___ Stone Skin **(1)**
- ___ Summon Minor Monster **(1)**
- ___ Charm Monster **(2)**
- ___ Haste **(2)**
- ___ Twisted Space **(2)**
- ___ Create Spiked Pit **(3)**
- ___ Fire Shield **(3)**
- ___ Phantom Steed **(3)**
- ___ Summon Lesser Monster **(3)**
- ___ Blazing Servant **(4)**
- ___ Cape of Wasps **(4)**
- ___ Faithful Hound **(4)**
- ___ Ghost Wolf **(4)**
- ___ Creeping Doom **(5)**
- ___ Eagle Aerie **(5)**
- ___ Seamantle **(5)**
- ___ Summon Greater Monster **(5)**
- ___ Repulsion **(6)**
- ___ Shapechange **(6)**
- ___ Summon Infernal Host **(6)**
- ___ Winds of Vengeance **(6)**

ARMORS

- ___ Magic Chain Shirt **(B)**
- ___ Stalking Armor **(B)^B**
- ___ Tussah Silk Coat **(B)^B**
- ___ Elven Chain Shirt **(1)**
- ___ Gossamer Shrouds **(2)**
- ___ Steel Ibis Lamellar **(3)**
- ___ Expeditious Chain Mail **(4)**
- ___ Bolstering Armor **(5)**
- ___ Horn Lamellar **(6)**

ITEMS

- ___ Amulet of Life **(B)^B**
- ___ Cape of Escape **(B)**
- ___ Potion of Healing **(B)**
- ___ Sage's Journal **(B)^B**
- ___ Scrying Mirror **(B)^B**
- ___ Ruby of Charisma **(1)**
- ___ Staff of Minor Healing **(1)**
- ___ Mist Horn **(2)**
- ___ Staff of Cackling Wrath **(2)**
- ___ Headband of Alluring Charisma **(3)**
- ___ Wand of Scorching Ray **(4)**
- ___ Belt of Charging **(4)**
- ___ Climber's Gloves **(1)**
- ___ Evocation Staff **(5)**
- ___ Wand of Treasure Finding **(5)**
- ___ Iron Flask **(6)**
- ___ Ring of Energy Resistance **(6)**

ALLIES

- ___ Apprentice **(B)**
- ___ Blackwing Librarian **(B)^B**
- ___ Bound Magma Spirit **(B)^B**
- ___ Crow **(B)^B**
- ___ Researcher **(B)^B**
- ___ Soldier **(B)**
- ___ Toad **(B)**
- ___ Troubadour **(B)^B**
- ___ Bound Imp **(1)**
- ___ Riftwarden **(1)**
- ___ Bound Lantern Archon **(2)**
- ___ Scribe **(2)**
- ___ Bound Elemental **(3)**
- ___ Cat **(3)**
- ___ Bound Shadow Demon **(4)**
- ___ Monkey **(4)**
- ___ Pyromaniac Mage **(5)**
- ___ Shaman **(5)**
- ___ Ayruzi **(6)**
- ___ Bound Ophidian Demon **(6)**

BLESSINGS

- ___ Blessing of Iomedae **(B)**
- ___ Blessing of Pharasma **(B)**
- ___ Blessing of the Gods **(B)^B x4**
- ___ Blessing of Lamashtu **(1)**
- ___ Blessing of Norgorber **(1)**
- ___ Blessing of Abadar **(2)**
- ___ Blessing of Achaekek **(3)**
- ___ Blessing of the Starsong **(3)**
- ___ Blessing of Nethys **(4)**
- ___ Blessing of Abadar **(5)**
- ___ Blessing of Pharasma **(5)**
- ___ Blessing of the Savored Sting **(6)**

COHORTS

- ___ Ahtez **(B)**
- ___ Padrig **(B)**
- ___ Tonbarse **(B)**

WEAPONS

- ___ Quarterstaff of Vaulting **(B)**
- ___ Staff of Dark Flame **(3)**
- ___ Master's Lash **(6)**

SPELLS

- ___ Black Spot **(B)^B**
- ___ Create Pit **(B)^B**
- ___ Detect Magic **(B)^B**
- ___ Eloquence **(B)^B**
- ___ Enchanted Fang **(B)^B**
- ___ Evolution Surge **(B)**
- ___ Mirror Image **(B)**
- ___ Phantasmal Minion **(B)^B**
- ___ Summon Steed **(B)^B**
- ___ Augury **(1)**
- ___ Rain of Frogs **(1)**
- ___ Stone Skin **(1)**
- ___ Summon Minor Monster **(1)**
- ___ Charm Monster **(2)**
- ___ Haste **(2)**
- ___ Twisted Space **(2)**
- ___ Create Spiked Pit **(3)**
- ___ Fire Shield **(3)**
- ___ Phantom Steed **(3)**
- ___ Summon Lesser Monster **(3)**
- ___ Blazing Servant **(4)**
- ___ Cape of Wasps **(4)**
- ___ Faithful Hound **(4)**
- ___ Ghost Wolf **(4)**
- ___ Creeping Doom **(5)**
- ___ Eagle Aerie **(5)**
- ___ Seamantle **(5)**
- ___ Summon Greater Monster **(5)**
- ___ Repulsion **(6)**
- ___ Shapechange **(6)**
- ___ Summon Infernal Host **(6)**
- ___ Winds of Vengeance **(6)**

ARMORS

- ___ Magic Chain Shirt **(B)**
- ___ Stalking Armor **(B)^B**
- ___ Tussah Silk Coat **(B)^B**
- ___ Elven Chain Shirt **(1)**
- ___ Gossamer Shrouds **(2)**
- ___ Steel Ibis Lamellar **(3)**
- ___ Expeditious Chain Mail **(4)**
- ___ Bolstering Armor **(5)**
- ___ Horn Lamellar **(6)**

ITEMS

- ___ Amulet of Life **(B)^B**
- ___ Cape of Escape **(B)**
- ___ Potion of Healing **(B)**
- ___ Sage's Journal **(B)^B**
- ___ Scrying Mirror **(B)^B**
- ___ Ruby of Charisma **(1)**
- ___ Staff of Minor Healing **(1)**
- ___ Mist Horn **(2)**
- ___ Staff of Cackling Wrath **(2)**
- ___ Headband of Alluring Charisma **(3)**
- ___ Wand of Scorching Ray **(4)**
- ___ Belt of Charging **(4)**
- ___ Climber's Gloves **(1)**
- ___ Evocation Staff **(5)**
- ___ Wand of Treasure Finding **(5)**
- ___ Iron Flask **(6)**
- ___ Ring of Energy Resistance **(6)**

ALLIES

- ___ Apprentice **(B)**
- ___ Blackwing Librarian **(B)^B**
- ___ Bound Magma Spirit **(B)^B**
- ___ Crow **(B)^B**
- ___ Researcher **(B)^B**
- ___ Soldier **(B)**
- ___ Toad **(B)**
- ___ Troubadour **(B)^B**
- ___ Bound Imp **(1)**
- ___ Riftwarden **(1)**
- ___ Bound Lantern Archon **(2)**
- ___ Scribe **(2)**
- ___ Bound Elemental **(3)**
- ___ Cat **(3)**
- ___ Bound Shadow Demon **(4)**
- ___ Monkey **(4)**
- ___ Pyromaniac Mage **(5)**
- ___ Shaman **(5)**
- ___ Ayruzi **(6)**
- ___ Bound Ophidian Demon **(6)**

BLESSINGS

- ___ Blessing of Iomedae **(B)**
- ___ Blessing of Pharasma **(B)**
- ___ Blessing of the Gods **(B)^B x4**
- ___ Blessing of Lamashtu **(1)**
- ___ Blessing of Norgorber **(1)**
- ___ Blessing of Abadar **(2)**
- ___ Blessing of Achaekek **(3)**
- ___ Blessing of the Starsong **(3)**
- ___ Blessing of Nethys **(4)**
- ___ Blessing of Abadar **(5)**
- ___ Blessing of Pharasma **(5)**
- ___ Blessing of the Savored Sting **(6)**

COHORTS

- ___ Ahtez **(B)**
- ___ Padrig **(B)**
- ___ Tonbarse **(B)**