



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.		

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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



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Female Human Summoner



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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:

PFS Number:



Balazar

Male Gnome Summoner



Played by:

PFS 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



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PFS Number:



Balazar

Male Gnome Summoner



Played by:

PFS 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 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



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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	
	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).		

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 <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)** ___ Master's Lash **(6)** ___
___ Staff of Dark Flame **(3)** ___ ___

SPELLS

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

ARMORS

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

ITEMS

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

ALLIES

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

BLESSINGS

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

COHORTS

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

WEAPONS

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

SPELLS

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

ARMORS

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

ITEMS

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

ALLIES

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

BLESSINGS

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

COHORTS

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