



Ranzak

Male Goblin Pirate

SKULL & SHACKLES



Played by:

PFS Number:



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SKILLS		CARDS		FT: NONE	
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	1 <input type="checkbox"/> 2		
DISABLE: DEXTERITY +1 STEALTH: DEXTERITY +1		ARMOR	1 <input type="checkbox"/> 2		
CONSTITUTION	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
FORTITUDE: CONSTITUTION +1		ALLY	1 <input type="checkbox"/> 2		
INTELLIGENCE	d4	BLESSING	4 <input type="checkbox"/> 5		
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
SURVIVAL: WISDOM +3					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9				
PROFICIENT WITH	Light Armors Weapons				
If there is another character at your location, you may evade a bane; a random other character at your location encounters it instead.					
Add 1d4 (<input type="checkbox"/> +1) to your check to acquire a boon.					
When you acquire a boon on your turn, roll 1d6; on a (<input type="checkbox"/> 3,) 4, 5, or 6, explore your location.					

SKILLS		CARDS		FT: NONE	
STRENGTH	d4 □ +1 □ +2 □ +3	WEAPON	4 □ 5 □ 6		
DEXTERITY	d10 □ +1 □ +2 □ +3 DISABLE: DEXTERITY +1 STEALTH: DEXTERITY +1	SPELL	1 □ 2		
CONSTITUTION	d12 □ +1 □ +2 □ +3 □ +4 FORTITUDE: CONSTITUTION +1	ARMOR	1 □ 2		
INTELLIGENCE	d4	ITEM	4 □ 5 □ 6 □ 7 □ 8		
WISDOM	d4 □ +1 □ +2 □ +3 SURVIVAL: WISDOM +3	ALLY	1 □ 2		
CHARISMA	d6 □ +1 □ +2	BLESSING	4 □ 5		
POWERS					
HAND SIZE	7 □ 8 □ 9 □ 10 □ 11				
PROFICIENT WITH	Light Armors □ Heavy Armors Weapons				
If there is another character at your location, you may evade a bane; a random other character at your location encounters it instead.					
Add 1d4 (□ +1) (□ +3) to your check to acquire a boon.					
When you acquire a boon on your turn, roll 1d6; on a (□ 3,) 4, 5, or 6, explore your location.					
□ When you close a location, add a plunder card to your hand.					
□ If another character at your location fails a check to acquire a boon, you may attempt a check to acquire it.					
□ When you receive plunder cards for successfully completing a scenario, you may banish any 1 of those cards and replace it with another plunder card from the box.					
□ Discard a card from the blessings deck to explore your location.					

Kleptomaniac

Kleptomaniac



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SKILLS		CARDS		FT: NONE	
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +1 STEALTH: DEXTERITY +1	SPELL	1 <input type="checkbox"/> 2		
CONSTITUTION	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +1	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d4	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 SURVIVAL: WISDOM +3	ALLY	1 <input type="checkbox"/> 2		
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5		
POWERS					
HAND SIZE	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9				
PROFICIENT WITH	Light Armors Weapons				
If there is another character at your location, you may evade a bane; a random other character at your location encounters it instead.					
Add 1d4 (<input type="checkbox"/> +1) to your check to acquire a boon.					
When you acquire a boon on your turn, roll 1d6; on a (<input type="checkbox"/> 3,) 4, 5, or 6, explore your location.					

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SKILLS		CARDS	FT: NONE
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	1 <input type="checkbox"/> 2
DISABLE: DEXTERITY +1 STEALTH: DEXTERITY +1		ARMOR	1 <input type="checkbox"/> 2
CONSTITUTION	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
FORTITUDE: CONSTITUTION +1		ALLY	1 <input type="checkbox"/> 2
INTELLIGENCE	d4	BLESSING	4 <input type="checkbox"/> 5
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	Wrecker	
SURVIVAL: WISDOM +3			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors Weapons		
If there is another character at your location, you may evade a bane; a random other character at your location encounters it instead.			
Add 1d4 (<input type="checkbox"/> +1) to your check to acquire a boon.			
When you acquire a boon on your turn, roll 1d6; on a (<input type="checkbox"/> 3,) 4, 5, or 6, explore your location.			
<input type="checkbox"/> Recharge a card to add 2d4 to your check to defeat a barrier or a henchman, then discard the top 1d4 cards from your deck.			
<input type="checkbox"/> At the end of your move step, if you are the only character at your location, you may move a random other character to your location.			
<input type="checkbox"/> After you defeat a monster from a location deck, you may examine the top card of that deck; if it's a boon, banish it.			
<input type="checkbox"/> If you defeat a henchman by at least 6, add 1d6 (<input type="checkbox"/> 2d6) to your check to close the location, if any.			

Wrecker



Ekkie

Female Goblin Cutpurse



Played by:

PFS Number:



Ekkie

Female Goblin Cutpurse



Played by:

PFS Number:



SKILLS	CARDS	FT: ITEM
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL —	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM d4	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6		
PROFICIENT WITH <input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons		
For your check that has or is against a card that has the Animal or Basic trait (<input type="checkbox"/> or has an adventure deck number less than the current scenario), add 1d4 (<input type="checkbox"/> 1d6) to your check.		
You may evade your encounter; shuffle the evaded card into a random open location, if it came from one.		
When you discard (<input type="checkbox"/> or bury) 1 or more cards, you may draw a card.		

SKILLS	CARDS	FT: ITEM
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL —	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM d4	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6		
PROFICIENT WITH <input type="checkbox"/> Light Armors <input type="checkbox"/> Heavy Armors <input type="checkbox"/> Weapons		
For your check that has or is against a card that has the Animal or Basic trait (<input type="checkbox"/> or has an adventure deck number less than the current scenario), add 1d4 (<input type="checkbox"/> 1d6) (<input type="checkbox"/> 1d8) (<input type="checkbox"/> 1d10) to your check. (<input type="checkbox"/> If you acquire a card that has the Animal trait, you may banish it to shuffle 1d4 random cards from your discard pile into your deck.)		
You may evade your encounter; shuffle the evaded card into (<input type="checkbox"/> or place it on top of) a random open location, if it came from one.		
When you discard (<input type="checkbox"/> or bury) 1 or more cards, you may draw a card.		
<input type="checkbox"/> You may discard (<input type="checkbox"/> or recharge) a weapon that has the Slashing trait to allow a character at your location to reroll 1 die (<input type="checkbox"/> or 2 dice) on a combat check; that character takes the new result.		

Poodlekiller



Played by:

PFS Number:

Female Goblin Cutpurse

Ekkie



Played by:

PFS Number:

Female Goblin Cutpurse

Ekkie



SKILLS					CARDS				FT: ITEM		
STRENGTH		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON		3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
MELEE: STRENGTH +2							SPELL		—		
DEXTERITY		d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ARMOR		1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
ACROBATICS: DEXTERITY +2							ITEM		4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
STEALTH: DEXTERITY +2							ALLY		3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
CONSTITUTION		d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
INTELLIGENCE		d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
WISDOM		d4									
CHARISMA		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
POWERS											
HAND SIZE		6									
PROFICIENT WITH		<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons									
For your check that has or is against a card that has the Animal or Basic trait (<input type="checkbox"/> or has an adventure deck number less than the current scenario), add 1d4 (<input type="checkbox"/> 1d6) to your check.											
You may evade your encounter; shuffle the evaded card into a random open location, if it came from one.											
When you discard (<input type="checkbox"/> or bury) 1 or more cards, you may draw a card.											

SKILLS	CARDS	FT: ITEM
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL —	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM d4	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6		
PROFICIENT WITH <input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons		
For your check that has or is against a card that has the Animal or Basic trait (<input type="checkbox"/> or has an adventure deck number less than the current scenario), add 1d4 (<input type="checkbox"/> 1d6) to your check.		
You may evade your encounter; shuffle the evaded card into a random open location, if it came from one. (<input type="checkbox"/> Then you may examine the top card of your location.) (<input type="checkbox"/> Then you may move.)		
When you discard (<input type="checkbox"/> or bury) 1 or more cards, you may draw a card. (<input type="checkbox"/> Then you may recharge a card.)		
<input type="checkbox"/> When you attempt a check before you act against a bane (<input type="checkbox"/> or to close a location), discard a card to use your Stealth skill instead of any listed skill.		
<input type="checkbox"/> During your give a card step, another character at your location may give you a card.		
<input type="checkbox"/> When a bane or boon would cause you to draw more than 1 random boon from the box, draw 1 (<input type="checkbox"/> or 2) more.		

Guttersnipe

Guttersnipe



Tup

Male Goblin Pyromaniac

RUSE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d4	BLESSING	3 <input type="checkbox"/> 4		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	COHORT	DELIVERANCE		
ARCANE: CHARISMA +1					
DIPLOMACY: CHARISMA +2					
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
For your combat check, you may banish a card to use your Arcane skill + 1d8 (<input type="checkbox"/> +1) and add the Attack, Fire, and Magic traits. This counts as playing a spell.					
<input type="checkbox"/> When you banish a spell from your hand not for its power, draw a spell from the box.					
When another character at your location attempts a check, you may recharge a card to add 4 and the Fire trait. Each character at your location other than you is dealt 1d4 (<input type="checkbox"/> -1) Fire damage.					

Tup

Male Goblin Pyromaniac

RUSE OF THE RUNELORDS



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PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d4	BLESSING	3 <input type="checkbox"/> 4		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	COHORT	DELIVERANCE		
ARCANE: CHARISMA +1		Bale-Flame of Naughtiness			
DIPLOMACY: CHARISMA +2					
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 9 <input type="checkbox"/> 11				
For your combat check, you may banish a card to use your Arcane skill + 1d8 (<input type="checkbox"/> +1) (<input type="checkbox"/> +1d6+1) and add the Attack, Fire (<input type="checkbox"/> or Force), and Magic traits. This counts as playing a spell.					
<input type="checkbox"/> When you banish a spell from your hand not for its power, draw a spell from the box.					
When another character at your location attempts a check, you may recharge a card to add 4 and the Fire trait. Each character at your location other than you is dealt 1d4 (<input type="checkbox"/> -1) (<input type="checkbox"/> -4) Fire damage.					
<input type="checkbox"/> On your check that invokes the Fire trait, you may recharge a card to add another 1d8; after the check you are dealt 1d4 Fire damage.					
<input type="checkbox"/> Reduce Fire damage dealt to you to 1.					
<input type="checkbox"/> At the end of your turn, you may exchange a card in your hand for a card that has the Fire trait in any character's discard pile.					

Bale-Flame of Naughtiness



Tup

Male Goblin Pyromaniac

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d4	BLESSING	3 <input type="checkbox"/> 4
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	COHORT	DELIVERANCE
ARCANE: CHARISMA +1			
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
For your combat check, you may banish a card to use your Arcane skill + 1d8 (<input type="checkbox"/> +1) and add the Attack, Fire, and Magic traits. This counts as playing a spell.			
<input type="checkbox"/> When you banish a spell from your hand not for its power, draw a spell from the box.			
When another character at your location attempts a check, you may recharge a card to add 4 and the Fire trait. Each character at your location other than you is dealt 1d4 (<input type="checkbox"/> -1) Fire damage.			

Tup

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RISE OF THE RUNELORDS



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PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d4	BLESSING	3 <input type="checkbox"/> 4
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	COHORT	DELIVERANCE
ARCANE: CHARISMA +1		Prince of Darkness	
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 9 <input type="checkbox"/> 11		
For your combat check, you may banish a card to use your Arcane skill + 1d8 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) and add the Attack, Fire, and Magic traits. This counts as playing a spell.			
<input type="checkbox"/> When you banish a spell from your hand not for its power, draw a spell from the box.			
When another character at your location attempts a check, you may recharge a card (<input type="checkbox"/> then you may shuffle your deck) to add 4 and the Fire trait. Each character at your location other than you is dealt 1d4 (<input type="checkbox"/> -1) Fire damage.			
<input type="checkbox"/> Gain the skills STEALTH: DEXTERITY +3 and KNOWLEDGE: INTELLIGENCE +3.			
<input type="checkbox"/> You may evade your encounter. (<input type="checkbox"/> If you are the only character at your location, you may then recharge a random card to explore again.)			

Prince of Darkness