



Female Human Witch

# Feiya



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL
STRENGTH	d4 □ +1	WEAPON	—	
DEXTERITY	d8 □ +1 □ +2	SPELL	5 □ 6 □ 7 □ 8 □ 9	
CONSTITUTION	d4 □ +1 □ +2	ARMOR	—	
INTELLIGENCE	d12 □ +1 □ +2 □ +3 □ +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	3 □ 4 □ 5	
WISDOM	d6 □ +1 □ +2	ALLY	3 □ 4 □ 5 □ 6	
CHARISMA	d8 □ +1 □ +2 □ +3 □ +4 DIPLOMACY: CHARISMA +2	BLESSING	4 □ 5	
		COHORT	DAJI	
POWERS				
HAND SIZE	6 □ 7			
When a character at your location attempts a check to acquire an ally or defeat a barrier (□ or a monster), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) plus the card's adventure deck number.				
When you fail to defeat a non-villain, non-henchman monster, you may recharge a spell to shuffle the monster into a random (□ or any) other open location deck.				

Female Human Witch

# Feiya



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL
STRENGTH	d4 □ +1	WEAPON	—	
DEXTERITY	d8 □ +1 □ +2	SPELL	5 □ 6 □ 7 □ 8 □ 9	
CONSTITUTION	d4 □ +1 □ +2	ARMOR	—	
INTELLIGENCE	d12 □ +1 □ +2 □ +3 □ +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	3 □ 4 □ 5	
WISDOM	d6 □ +1 □ +2	ALLY	3 □ 4 □ 5 □ 6	
CHARISMA	d8 □ +1 □ +2 □ +3 □ +4 DIPLOMACY: CHARISMA +2	BLESSING	4 □ 5	
		COHORT	DAJI	
POWERS				
HAND SIZE	6 □ 7 □ 8			
When a character at your location attempts a check to acquire an ally or defeat a barrier (□ or a monster), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) (□ 3) plus the card's adventure deck number. (□ If the check to defeat is against a bane that is immune to the Cold or Fire trait, ignore those immunities.)				
When you fail to defeat a non-villain, non-henchman monster, you may recharge a spell to shuffle the monster into a random (□ or any) other open location deck.				
□ When you play a spell that would add the Acid, Fire, Electricity, or Poison trait, you may add the Cold trait instead.				
□ For your Dexterity or Acrobatics non-combat check, you may use your Arcane skill and add the Cold trait.				
□ You may discard any number of cards to add 1 (□ 2) to the result of your check after the roll (□ or to reduce Cold or Fire damage dealt to you by 4) for each card discarded.				

## Winter Witch



# Feiya

Female Human Witch



Played by:  
PFS Number:

SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	—
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	—
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	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 <input type="checkbox"/> 6
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2	BLESSING	4 <input type="checkbox"/> 5
		COHORT	DAJI
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
When a character at your location attempts a check to acquire an ally or defeat a barrier ( <input type="checkbox"/> or a monster), you may recharge a card to reduce the difficulty of that check by 1 ( <input type="checkbox"/> 2) plus the card's adventure deck number.			
When you fail to defeat a non-villain, non-henchman monster, you may recharge a spell to shuffle the monster into a random ( <input type="checkbox"/> or any) other open location deck.			

# Feiya

Female Human Witch



Played by:  
PFS Number:

SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	—
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	—
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	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 <input type="checkbox"/> 6
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2	BLESSING	4 <input type="checkbox"/> 5
		COHORT	DAJI

Beast-Bonder

POWERS	
HAND SIZE	6 <input type="checkbox"/> 7
When a character at your location attempts a check to acquire an ally or defeat a barrier ( <input type="checkbox"/> or a monster), you may recharge a card to reduce the difficulty of that check by 1 ( <input type="checkbox"/> 2) plus the card's adventure deck number.	
When you fail to defeat a non-villain, non-henchman monster ( <input type="checkbox"/> or fail to acquire an ally that has the Animal, Arcane, or Vermin trait), you may recharge a spell to shuffle the card into a random ( <input type="checkbox"/> or any) other open location deck.	
<input type="checkbox"/> On your turn, you may put a cohort ( <input type="checkbox"/> or an ally that has the Animal, Arcane, or Vermin trait) on top of your deck to examine the top card of your location deck. ( <input type="checkbox"/> Then you may discard a card to explore your location.)	
<input type="checkbox"/> You may bury ( <input type="checkbox"/> or discard) a cohort ( <input type="checkbox"/> or an ally that has the Animal, Arcane, or Vermin trait) to reduce damage dealt to you to 0.	
<input type="checkbox"/> When setting up, when you add cohorts to your hand, you may choose an additional Witch Class Deck cohort that has the Arcane trait and add it to your hand.	

## Beast-Bonder



# Kasmir

Male Human Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: BLESSING
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	ARMOR	—
INTELLIGENCE	d10 <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
KNOWLEDGE: INTELLIGENCE +2		ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
PERCEPTION: WISDOM +2		COHORT	CHOOSE FROM WITCH DECK
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
At the end of your explore step, you may discard a card to choose another character at your location to shuffle 1d4 ( <input type="checkbox"/> +1) random cards from his discard pile into his deck. ( <input type="checkbox"/> If the discarded card is a spell, you may attempt its checks to acquire; if you succeed, recharge it instead.)			
When you attempt a check to acquire or recharge a spell, you may recharge a card to reduce the difficulty of that check by 1 plus the recharged card's adventure deck number.			
<input type="checkbox"/> When you attempt a check to acquire or would banish a card that has the Healing trait, you may recharge a spell to gain the skill DIVINE: INTELLIGENCE +0.			

# Kasmir

Male Human Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: BLESSING
STRENGTH	d4    □ +1	WEAPON	—
DEXTERITY	d6    □ +1   □ +2	SPELL	6   □ 7   □ 8   □ 9
CONSTITUTION	d6    □ +1   □ +2	ARMOR	—
INTELLIGENCE	d10   □ +1   □ +2   □ +3   □ +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	4   □ 5   □ 6
WISDOM	d8    □ +1   □ +2   □ +3   □ +4 PERCEPTION: WISDOM +2	ALLY	2   □ 3   □ 4
CHARISMA	d8    □ +1   □ +2	BLESSING	3   □ 4   □ 5   □ 6
		COHORT	CHOOSE FROM WITCH DECK

Hedge Witch

POWERS	
HAND SIZE	6    □ 7    □ 8
At the end of your explore step, you may discard a card to choose another character at your location to shuffle 1d4 (□ +1) random cards from his discard pile into his deck. (□ If the discarded card is a spell, you may attempt its checks to acquire; if you succeed, recharge it instead.)	
When you attempt a check to acquire or recharge a spell, you may recharge a card to reduce the difficulty of that check by 1 plus the recharged card's adventure deck number. (□ If you succeed at the check, you may shuffle the spell into your deck.)	
□ When you attempt a check to acquire or would banish a card that has the Healing trait, you may recharge (□ or reveal) a spell (□ or a boon that has the Arcane, Divine, or Magic trait) to gain the skill DIVINE: INTELLIGENCE +0.	
□ At the start of your turn, you may discard a spell to draw a spell that has the Healing (□ or Mental or Poison) trait from your discard pile.	
□ At the start of your turn, if you have no cards in your hand, you may draw a card.	
□ When a character at your location attempts a check against a bane that is not a check to defeat, you may recharge a card to reduce the difficulty of that check by 1 plus the recharged card's adventure deck number.	

## Hedge Witch





# Kasmir

Male Human Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: BLESSING
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	ARMOR	—
INTELLIGENCE	d10 <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
KNOWLEDGE: INTELLIGENCE +2		ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
PERCEPTION: WISDOM +2		COHORT	CHOOSE FROM WITCH DECK
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
At the end of your explore step, you may discard a card to choose another character at your location to shuffle 1d4 ( <input type="checkbox"/> +1) random cards from his discard pile into his deck. ( <input type="checkbox"/> If the discarded card is a spell, you may attempt its checks to acquire; if you succeed, recharge it instead.)			
When you attempt a check to acquire or recharge a spell, you may recharge a card to reduce the difficulty of that check by 1 plus the recharged card's adventure deck number.			
<input type="checkbox"/> When you attempt a check to acquire or would banish a card that has the Healing trait, you may recharge a spell to gain the skill DIVINE: INTELLIGENCE +0.			

# Kasmir

Male Human Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: BLESSING
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	ARMOR	—
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
		COHORT	CHOOSE FROM WITCH DECK

Hearthcaller

POWERS
HAND SIZE

# Hearthcaller





# Rahel!

Female Samsaran Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	—
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d6 <input type="checkbox"/> +1	ARMOR	—
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
		COHORT	CHOOSE FROM WITCH DECK
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6		
For your combat check, you may recharge a card to use your Dexterity skill + 1d8 and add the Magic trait and the Bludgeoning, Piercing, or Slashing trait. ( <input type="checkbox"/> If you succeed at the check, you may draw a card.)			
On your check to defeat ( <input type="checkbox"/> or your check to acquire an item or spell) you may recharge any number of items to add 1d4 for each item recharged ( <input type="checkbox"/> plus the items' highest adventure deck number) to your check.			

Female Samsaran Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	—
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d6 <input type="checkbox"/> +1	ARMOR	—
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
		COHORT	CHOOSE FROM WITCH DECK

Night-Haired Witch

POWERS
HAND SIZE                    5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
For your combat check, you may recharge a card to use your Dexterity skill + 1d8 ( <input type="checkbox"/> 2d8) and add the Magic trait and the Bludgeoning, Piercing, or Slashing trait. ( <input type="checkbox"/> If you succeed at the check, you may draw a card.)
On your check to defeat ( <input type="checkbox"/> or your check to acquire an item or spell) you may recharge any number of items to add 1d4 for each item recharged ( <input type="checkbox"/> plus the items' highest adventure deck number) to your check. ( <input type="checkbox"/> Then you may shuffle your deck.)
<input type="checkbox"/> On your Dexterity check, you may discard a spell to reroll the dice; take the new result.
<input type="checkbox"/> You may discard a spell or item to reduce Combat damage ( <input type="checkbox"/> or any damage) dealt to you to 0.
<input type="checkbox"/> When you fail to acquire a boon and would banish it, you may instead shuffle it back into ( <input type="checkbox"/> or put it on top of) its location deck.

## Night-Haired Witch





# Rahel!

Female Samsaran Witch



Played by:

PFS Number:



SKILLS		CARDS		FT: ITEM	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	—		
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d6 <input type="checkbox"/> +1	ARMOR	—		
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
		COHORT	CHOOSE FROM WITCH DECK		
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
For your combat check, you may recharge a card to use your Dexterity skill + 1d8 and add the Magic trait and the Bludgeoning, Piercing, or Slashing trait. ( <input type="checkbox"/> If you succeed at the check, you may draw a card.)					
On your check to defeat ( <input type="checkbox"/> or your check to acquire an item or spell) you may recharge any number of items to add 1d4 for each item recharged ( <input type="checkbox"/> plus the items' highest adventure deck number) to your check.					

Female Samsaran Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	—
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d6 <input type="checkbox"/> +1	ARMOR	—
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: INTELLIGENCE +2	ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
		COHORT	CHOOSE FROM WITCH DECK

Gravewalker

POWERS
HAND SIZE

# Gravewalker

## SPELLS

___ Black Spot (B) <sup>B</sup>	___ Life Drain (1)	___ Ice Strike (4)
___ Confusion (B) <sup>B</sup>	___ Stone Skin (1)	___ Mass Cure (4)
___ Cure (B) <sup>B</sup>	___ Augury (2)	___ Scrying (4)
___ Frigid Blast (B) <sup>B</sup>	___ Dehydrating Touch (2)	___ Web Shelter (4)
___ Frostbite (B) <sup>B</sup>	___ Verdure's Wrath (2)	___ Icy Prison (5)
___ Good Omen (B)	___ Web (2)	___ Life Leech (5)
___ Guidance (B) <sup>B</sup>	___ Incendiary Cloud (3)	___ Steal Soul (5)
___ Lightning Touch (B) <sup>B</sup>	___ Lightning Bolt (3)	___ Blizzard (6)
___ Phantasmal Minion (B) <sup>B</sup>	___ Major Cure (3)	___ Dominate (6)
___ Viper Strike (B) <sup>B</sup>	___ Ring of Fire (3)	___ Shapechange (6)
___ Fiery Glare (1)	___ Cape of Wasps (4)	___

## ITEMS

___ Amulet of Life (B) <sup>B</sup>	___ Silver Raven Figurine (B)	___ Staff of Minor Healing (3)
___ Blast Stone (B) <sup>B</sup>	___ Sapphire of Intelligence (1)	___ Rabbit's Foot (4)
___ Caltrops (B) <sup>B</sup>	___ Seer's Tea (1)	___ Staff of Curses (4)
___ Charm Bracelet (B) <sup>B</sup>	___ Staff of Cackling Wrath (1)	___ Evocation Staff (5)
___ Codex (B) <sup>B</sup>	___ Vengeance Doll (1)	___ Hellspawn Doll (5)
___ Conch Shell (B) <sup>B</sup>	___ Dreamcatcher (2)	___ Staff of Life (5)
___ Flame Staff (B) <sup>B</sup>	___ Phoenix Staff (2)	___ Scarf of Storytelling (6)
___ Grounding Staff (B) <sup>B</sup>	___ Angelic Doll (3)	___ Staff of Empty Souls (6)
___ Haunted Doll (B)	___ Spellbottle (3)	___

## ALLIES

___ Crow (B) <sup>B</sup>	___ Toad (B)	___ Charmed Red Dragon (5)
___ Fox (B) <sup>B</sup>	___ Wolverine (1)	___ Stag (5)
___ Frilled Lizard (B) <sup>B</sup>	___ Wolf (2)	___ Clockwork Owl (6)
___ Frog (B) <sup>B</sup>	___ Cat (3)	___ Fortune-Teller (6)
___ Giant Slug (B)	___ Imp (3)	___
___ Vulture (B) <sup>B</sup>	___ Ataxian (4)	___
___ Apprentice (1)	___ Varisian Illusionist (4)	___

## BLESSINGS

___ Blessing of Pharasma (B)	___ Blessing of Sivanah (2)	___ Blessing of the Savored Sting (5)
___ Blessing of the Elements (B) <sup>B</sup> x2	___ Blessing of Pharasma (3)	___ Blessing of Achaek (6)
___ Blessing of the Gods (B) <sup>B</sup> x3	___ Blessing of the Savored Sting (3)	___ Blessing of Osiris (6)
___ Blessing of Cayden Cailean (1)	___ Blessing of Norgorber (4)	___
___ Blessing of Milani (1)	___ Blessing of the Savored Sting (4)	___
___ Blessing of Gozreh (2)	___ Blessing of Pharasma (5)	___

## COHORTS

___ Centipede (B)	___ Daji (B)	___ Flying Squirrel (B)
___ Compognathus (B)	___ Flesh Poppet (B)	___ Snapping Turtle (B)

## SPELLS

___ Black Spot (B) <sup>B</sup>	___ Life Drain (1)	___ Ice Strike (4)
___ Confusion (B) <sup>B</sup>	___ Stone Skin (1)	___ Mass Cure (4)
___ Cure (B) <sup>B</sup>	___ Augury (2)	___ Scrying (4)
___ Frigid Blast (B) <sup>B</sup>	___ Dehydrating Touch (2)	___ Web Shelter (4)
___ Frostbite (B) <sup>B</sup>	___ Verdure's Wrath (2)	___ Icy Prison (5)
___ Good Omen (B)	___ Web (2)	___ Life Leech (5)
___ Guidance (B) <sup>B</sup>	___ Incendiary Cloud (3)	___ Steal Soul (5)
___ Lightning Touch (B) <sup>B</sup>	___ Lightning Bolt (3)	___ Blizzard (6)
___ Phantasmal Minion (B) <sup>B</sup>	___ Major Cure (3)	___ Dominate (6)
___ Viper Strike (B) <sup>B</sup>	___ Ring of Fire (3)	___ Shapechange (6)
___ Fiery Glare (1)	___ Cape of Wasps (4)	___

## ITEMS

___ Amulet of Life (B) <sup>B</sup>	___ Silver Raven Figurine (B)	___ Staff of Minor Healing (3)
___ Blast Stone (B) <sup>B</sup>	___ Sapphire of Intelligence (1)	___ Rabbit's Foot (4)
___ Caltrops (B) <sup>B</sup>	___ Seer's Tea (1)	___ Staff of Curses (4)
___ Charm Bracelet (B) <sup>B</sup>	___ Staff of Cackling Wrath (1)	___ Evocation Staff (5)
___ Codex (B) <sup>B</sup>	___ Vengeance Doll (1)	___ Hellspawn Doll (5)
___ Conch Shell (B) <sup>B</sup>	___ Dreamcatcher (2)	___ Staff of Life (5)
___ Flame Staff (B) <sup>B</sup>	___ Phoenix Staff (2)	___ Scarf of Storytelling (6)
___ Grounding Staff (B) <sup>B</sup>	___ Angelic Doll (3)	___ Staff of Empty Souls (6)
___ Haunted Doll (B)	___ Spellbottle (3)	___

## ALLIES

___ Crow (B) <sup>B</sup>	___ Toad (B)	___ Charmed Red Dragon (5)
___ Fox (B) <sup>B</sup>	___ Wolverine (1)	___ Stag (5)
___ Frilled Lizard (B) <sup>B</sup>	___ Wolf (2)	___ Clockwork Owl (6)
___ Frog (B) <sup>B</sup>	___ Cat (3)	___ Fortune-Teller (6)
___ Giant Slug (B)	___ Imp (3)	___
___ Vulture (B) <sup>B</sup>	___ Ataxian (4)	___
___ Apprentice (1)	___ Varisian Illusionist (4)	___

## BLESSINGS

___ Blessing of Pharasma (B)	___ Blessing of Sivanah (2)	___ Blessing of the Savored Sting (5)
___ Blessing of the Elements (B) <sup>B</sup> x2	___ Blessing of Pharasma (3)	___ Blessing of Achaek (6)
___ Blessing of the Gods (B) <sup>B</sup> x3	___ Blessing of the Savored Sting (3)	___ Blessing of Osiris (6)
___ Blessing of Cayden Cailean (1)	___ Blessing of Norgorber (4)	___
___ Blessing of Milani (1)	___ Blessing of the Savored Sting (4)	___
___ Blessing of Gozreh (2)	___ Blessing of Pharasma (5)	___

## COHORTS

___ Centipede (B)	___ Daji (B)	___ Flying Squirrel (B)
___ Compognathus (B)	___ Flesh Poppet (B)	___ Snapping Turtle (B)