



# Gronk

Male Elf Druid



Played by:

PFS Number:



SKILLS		CARDS		FT: NONE	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
MELEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	1 <input type="checkbox"/> 2		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
DIVINE: WISDOM +1					
SURVIVAL: WISDOM +2					
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	4 <input type="checkbox"/> 5				
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons				
You may discard a card to roll d10 ( <input type="checkbox"/> d12) instead of your Strength or Constitution die for any check; you may recharge that card instead of discarding it if the check is against a card that has the Animal or Plant trait. You may bury an additional card to add another 1d8.					
When you acquire or defeat a card that has the Animal or Plant ( <input type="checkbox"/> or Aberration or Fey) trait, you may recharge a card from your discard pile.					

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SKILLS		CARDS		FT: NONE	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
MELEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	1 <input type="checkbox"/> 2		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
DIVINE: WISDOM +1		Woodwise			
SURVIVAL: WISDOM +2					
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons				
You may discard a card to roll d10 ( <input type="checkbox"/> d12) instead of your Strength or Constitution die for any check; you may recharge that card instead of discarding it if the check is against a card that has the Animal or Plant trait. You may bury ( <input type="checkbox"/> or discard) an additional card to add another 1d8.					
When you acquire or defeat a card that has the Animal or Plant ( <input type="checkbox"/> or Aberration or Fey) trait, you may recharge a card from your discard pile.					
<input type="checkbox"/> When you play a blessing on any Wisdom check, you may recharge it ( <input type="checkbox"/> or shuffle it into your deck) instead of discarding it.					
<input type="checkbox"/> When you play an ally ( <input type="checkbox"/> or a weapon) for its power, you may recharge it instead of discarding it.					
<input type="checkbox"/> When you rebuild your character deck after a scenario, you may treat each ally that has the Animal trait as either an armor or an item ( <input type="checkbox"/> or a blessing).					



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SKILLS	CARDS	FT: NONE
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 DIVINE: WISDOM +1 SURVIVAL: WISDOM +2	<b>ALLY</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
You may discard a card to roll d10 ( <input type="checkbox"/> d12) instead of your Strength or Constitution die for any check; you may recharge that card instead of discarding it if the check is against a card that has the Animal or Plant trait. You may bury an additional card to add another 1d8.		
When you acquire or defeat a card that has the Animal or Plant ( <input type="checkbox"/> or Aberration or Fey) trait, you may recharge a card from your discard pile.		

SKILLS	CARDS	FT: NONE
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 DIVINE: WISDOM +1 SURVIVAL: WISDOM +2	<b>ALLY</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
You may discard a card to roll d10 ( <input type="checkbox"/> d12) instead of your Strength or Constitution die for any check; you may recharge ( <input type="checkbox"/> or reveal) that card instead of discarding it if the check is against a card that has the Animal or Plant trait ( <input type="checkbox"/> or if the discarded card is a blessing). You may bury an additional card to add another 1d8.		
When you acquire or defeat a card that has the Animal or Plant ( <input type="checkbox"/> or Aberration or Fey) trait, you may recharge a card from your discard pile.		
<input type="checkbox"/> When you reset your hand at the end of the turn, you may recharge a random card from your discard pile.		
<input type="checkbox"/> You may bury a card to shuffle 1d4+2 ( <input type="checkbox"/> 1d4+4) cards from your discard pile into your deck.		
<input type="checkbox"/> After your resolve an encounter, you may immediately discard ( <input type="checkbox"/> or recharge) a card to move.		

## Feral Shifter



Lin!

Female Gnome Druid



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
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	ITEM	2 <input type="checkbox"/> 3		
KNOWLEDGE: INTELLIGENCE +2		ALLY	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
DIVINE: WISDOM +2					
SURVIVAL: WISDOM +3					
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	<input type="checkbox"/> Light Armors				
At the start ( <input type="checkbox"/> or end) of your turn, you may exchange a card in your hand for an ally that has the Animal trait in your discard pile.					
For your combat check, you may display an ally that has the Animal trait to use your Survival skill + 1d6. If you succeed at the check, recharge the displayed card; otherwise, bury ( <input type="checkbox"/> or discard) it.					

Lin!

Female Gnome Druid



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
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		
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +3	ALLY	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
POWERS		<h1>Pack Lord</h1>			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	<input type="checkbox"/> Light Armors				
At the start ( <input type="checkbox"/> or end) of your turn, you may exchange a card in your hand for an ally that has the Animal trait in your discard pile.					
For your combat check, you may display an ally that has the Animal trait to use your Survival skill + 1d6 ( <input type="checkbox"/> 2d6) ( <input type="checkbox"/> 3d6). If you succeed at the check, recharge the displayed card; otherwise, bury ( <input type="checkbox"/> or discard) it.					
<input type="checkbox"/> If a card that has the Animal trait is played on your check, blessings played on that check may add d12 instead of the normal die.					
<input type="checkbox"/> You gain the skill PERCEPTION: WISDOM +2.					
<input type="checkbox"/> When a character at your location encounters a card that has the Animal trait, you may recharge ( <input type="checkbox"/> or reveal) a card to allow that character to evade the encounter ( <input type="checkbox"/> and you may immediately encounter the card).					

Pack Lord



Lin!

Female Gnome Druid



Played by:

PFS Number:



Lin!

Female Gnome Druid



Played by:

PFS Number:



SKILLS		CARDS	FT: ALLY
STRENGTH	d4 □ +1	WEAPON	— □ 1
DEXTERITY	d6 □ +1 □ +2	SPELL	4 □ 5 □ 6
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	1 □ 2
INTELLIGENCE	d8 □ +1 □ +2 □ +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3
WISDOM	d10 □ +1 □ +2 □ +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +3	ALLY	5 □ 6 □ 7 □ 8
CHARISMA	d8 □ +1 □ +2 □ +3	BLESSING	3 □ 4 □ 5
POWERS			
HAND SIZE	5 □ 6		
PROFICIENT WITH	□ Light Armors		
At the start (□ or end) of your turn, you may exchange a card in your hand for an ally that has the Animal trait in your discard pile.			
For your combat check, you may display an ally that has the Animal trait to use your Survival skill + 1d6. If you succeed at the check, recharge the displayed card; otherwise, bury (□ or discard) it.			

SKILLS		CARDS	FT: ALLY
STRENGTH	d4 □ +1	WEAPON	— □ 1
DEXTERITY	d6 □ +1 □ +2	SPELL	4 □ 5 □ 6
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	1 □ 2
INTELLIGENCE	d8 □ +1 □ +2 □ +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3
WISDOM	d10 □ +1 □ +2 □ +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +3	ALLY	5 □ 6 □ 7 □ 8
CHARISMA	d8 □ +1 □ +2 □ +3	BLESSING	3 □ 4 □ 5
POWERS			
HAND SIZE	5 □ 6 □ 7		
PROFICIENT WITH	□ Light Armors		
At the start (□ or end) of your turn, you may exchange a card in your hand for an ally that has the Animal trait in your discard pile.			
For your combat check, you may display an ally that has the Animal trait to use your Survival skill + 1d6 (□ +2) (□ +4). If you succeed at the check, recharge the displayed card; otherwise, bury (□ or discard) it.			
When a character attempts a check to close your location, add 2 (□ 4).			
□ When you are at a closed location, instead of the first exploration of your turn, you may recharge a spell to allow each other character to recharge a random card from his discard pile.			
□ At the end of your turn, if you are at a closed location, you may move to another closed location.			
□ At the start of your turn, if you are at a closed location, you may examine the top card of your deck, then recharge it or put it into your hand.			
□ When you are at a closed location, reduce damage dealt to you to 0.			

Menhir Savant







# Maznar

Male Dwarf Druid



Played by:

FFS Number:



SKILLS		CARDS	FT: BLESSING
STRENGTH	d8 □ +1 □ +2 □ +3	WEAPON	1 □ 2
DEXTERITY	d4 □ +1	SPELL	4 □ 5 □ 6 □ 7
CONSTITUTION	d8 □ +1 □ +2 □ +3 FORTITUDE: CONSTITUTION +1	ARMOR	1 □ 2
INTELLIGENCE	d6 □ +1 □ +2	ITEM	1 □ 2
WISDOM	d10 □ +1 □ +2 □ +3 □ +4 DIVINE: WISDOM +3 SURVIVAL: WISDOM +2	ALLY	3 □ 4 □ 5
CHARISMA	d6 □ +1 □ +2	BLESSING	5 □ 6 □ 7
POWERS			
HAND SIZE	6 □ 7		
PROFICIENT WITH	Light Armors □ Weapons		
Instead of the first exploration of your turn, you may bury a card that has the Divine trait to choose a character at your location and shuffle 1d4 (□ +1) random cards from her discard pile into her deck.			
You may reveal an ally that has the Animal trait to add 1d4 to any check by a character at your location.			
You may discard a spell to search your deck (□ or your discard pile) for an ally that has the Animal trait and put it in your hand.			

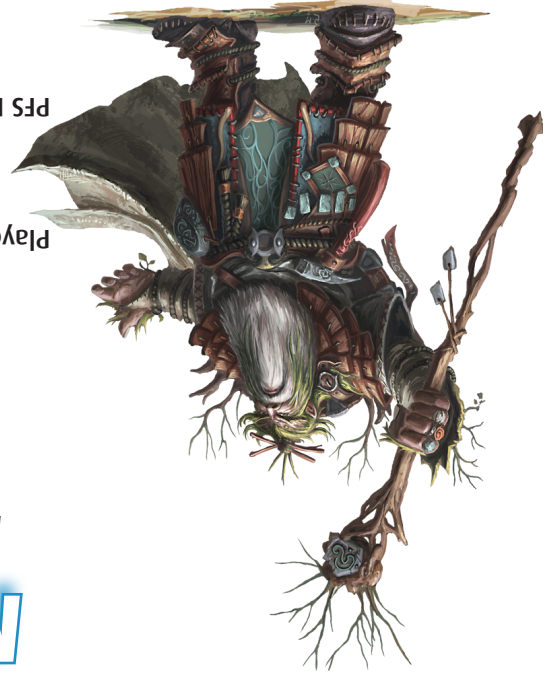
# Maznar

Male Dwarf Druid



Played by:

FFS Number:



SKILLS		CARDS	FT: BLESSING
STRENGTH	d8 □ +1 □ +2 □ +3	WEAPON	1 □ 2
DEXTERITY	d4 □ +1	SPELL	4 □ 5 □ 6 □ 7
CONSTITUTION	d8 □ +1 □ +2 □ +3 FORTITUDE: CONSTITUTION +1	ARMOR	1 □ 2
INTELLIGENCE	d6 □ +1 □ +2	ITEM	1 □ 2
WISDOM	d10 □ +1 □ +2 □ +3 □ +4 DIVINE: WISDOM +3 SURVIVAL: WISDOM +2	ALLY	3 □ 4 □ 5
CHARISMA	d6 □ +1 □ +2	BLESSING	5 □ 6 □ 7
POWERS			
HAND SIZE	6 □ 7		
PROFICIENT WITH	Light Armors □ Weapons		
Instead of the first exploration of your turn, you may bury (□ or discard) a card that has the Divine trait to choose a character at your location and shuffle 1d4 (□ +1) (□ +2) random cards from her discard pile into her deck.			
You may reveal an ally that has the Animal trait to add 1d4 (□ +1) to any check by a character at your location.			
You may discard a spell to search your deck (□ or your discard pile) for an ally that has the Animal trait and put it in your hand.			
□ At the start of your turn, each character may recharge (□ or reveal) a card that has the Animal trait to draw a card. (□ If at least one other character does so, you may examine the top card of your location deck.)			
□ When you would fail a check to acquire or defeat a card that has the Animal or Plant trait, you may recharge a card to evade the encounter (□ If the recharged card has the Animal, Divine, or Plant trait, you may immediately explore again.)			

## Forest Friend



# Maznar

Male Dwarf Druid



Played by:

FFS Number:



SKILLS		CARDS	FT: BLESSING
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
FORTITUDE: CONSTITUTION +1		ITEM	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DIVINE: WISDOM +3			
SURVIVAL: WISDOM +2			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
Instead of the first exploration of your turn, you may bury a card that has the Divine trait to choose a character at your location and shuffle 1d4 ( <input type="checkbox"/> +1) random cards from her discard pile into her deck.			
You may reveal an ally that has the Animal trait to add 1d4 to any check by a character at your location.			
You may discard a spell to search your deck ( <input type="checkbox"/> or your discard pile) for an ally that has the Animal trait and put it in your hand.			

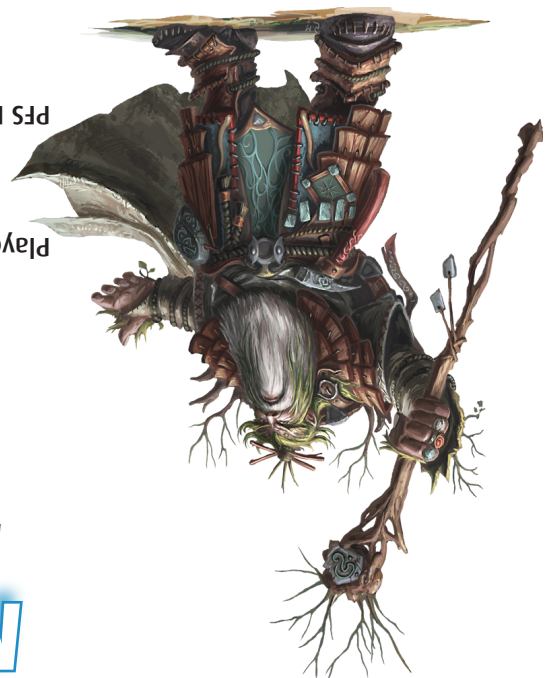
# Maznar

Male Dwarf Druid



Played by:

FFS Number:



SKILLS		CARDS	FT: BLESSING
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +1	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +3 SURVIVAL: WISDOM +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
Green Faith Acolyte			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
Instead of the first exploration of your turn, you may bury a card that has the Divine trait to choose a character at your location and shuffle 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) random cards from her discard pile into her deck.			
You may reveal an ally that has the Animal trait to add 1d4 to any check by a character at your location.			
You may discard a spell to search your deck ( <input type="checkbox"/> or your discard pile) for an ally that has the Animal trait and put it in your hand.			
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your check to recharge a spell.			
<input type="checkbox"/> When you defeat a bane that has the Animal, Fey, or Plant trait, you may recharge a random card from your discard pile.			
<input type="checkbox"/> Reduce Poison damage done to you to 0.			
<input type="checkbox"/> Add 1d6 ( <input type="checkbox"/> 2d6) to your check against a bane that has the Aberration or Undead trait.			

## Green Faith Acolyte

## WEAPONS

___ Quarterstaff (B) <sup>B</sup>	___ Flaming Scimitar +1 (2)	___ Keen Scythe +2 (5)
___ Scimitar (B) x2	___ Scythe +1 (2)	___ Forest Quarterstaff (6)
___ Scythe (B)	___ Greatclub +1 (3)	___
___ Sickle (B) <sup>B</sup>	___ Seaborne Trident +1 (3)	___
___ Sickle +1 (1)	___ Shortspear +3 (4)	___

## SPELLS

___ Bloodscent (B)	___ Viper Strike (B) <sup>B</sup>	___ Control Weather (4)
___ Burst Bonds (B) <sup>B</sup>	___ Charm Animal (1)	___ Breath of Life (5)
___ Cure (B) <sup>B</sup>	___ Holy Stone (1)	___ Venomous Bolt (5)
___ Enchanted Fang (B) <sup>B</sup>	___ Fruit of Life (2)	___ Forest Walk (6)
___ Fireblade (B) <sup>B</sup>	___ Renewal (2)	___ Vengeful Storm (6)
___ Frigid Blast (B) <sup>B</sup>	___ Divine Blaze (3)	___
___ Hide From Animals (B) <sup>B</sup>	___ Ice Strike (3)	___
___ Sanctuary (B) <sup>B</sup>	___ Cape of Wasps (4)	___

## ARMORS

___ Hide Armor (B) <sup>B</sup>	___ Wolfhide Armor (1)	___ Bearskin Armor (5)
___ Leather Armor (B) <sup>B</sup>	___ Shark Skin Armor (2)	___ Primal Hide Armor (6)
___ Magic Leather Armor (B)	___ Mammoth Hide Armor (3)	___
___ Stalking Armor (1) <sup>B</sup>	___ Ophidian Armor (4)	___

## ITEMS

___ Amulet of Mighty Fists (B) <sup>B</sup>	___ Boots of Elvenkind (2)	___ Rabbit's Foot (5)
___ Clockwork Magpie (B)	___ Cloak of Elvenkind (2)	___ Ring of Regeneration (5)
___ Conch Shell (B) <sup>B</sup>	___ Belt of Giant Strength (3)	___ Bountiful Bottle (6)
___ Feather of Maat (B)	___ Spellbottle (3)	___ Pearl of Magic (6)
___ Potion of Beast Skin (B) <sup>B</sup>	___ Belt of Charging (4)	___
___ Pearl of Wisdom (1)	___ Headband of	___
___ Topaz of Strength (1)	___ Inspired Wisdom (4)	___

## ALLIES

___ Apprentice (B)	___ Vulture (B) <sup>B</sup>	___ Pteranodon (4)
___ Bat (B)	___ Druid of the Flame (1)	___ Stag (5)
___ Crow (B) <sup>B</sup>	___ Wolverine (1)	___ Velociraptor (5)
___ Dog (B) <sup>B</sup>	___ Druid of the Storm (2)	___ Baby Triceratops (6)
___ Frilled Lizard (B) <sup>B</sup>	___ Wolf (2)	___ Thylacine (6)
___ Frog (B) <sup>B</sup>	___ Druid of the Leaf (3)	___
___ Giant Weasel (B)	___ Snow Leopard (3)	___
___ Mastiff (B)	___ Bear (4)	___

## BLESSINGS

___ Blessing of Desna (B)	___ Blessing of Pharasma (1)	___ Blessing of Gorum (4)
___ Blessing of Gorum (B)	___ Blessing of Gorum (2)	___ Blessing of Pharasma (4)
___ Blessing of Pharasma (B)	___ Blessing of Gozreh (2)	___ Blessing of the Starsong (5)
___ Blessing of the Gods (B) <sup>B</sup> x5	___ Blessing of Achaek (3)	___ Blessing of Nethys (6)
___ Blessing of Milani (1)	___ Blessing of the Starsong (3)	___

## WEAPONS

___ Quarterstaff (B) <sup>B</sup>	___ Flaming Scimitar +1 (2)	___ Keen Scythe +2 (5)
___ Scimitar (B) x2	___ Scythe +1 (2)	___ Forest Quarterstaff (6)
___ Scythe (B)	___ Greatclub +1 (3)	___
___ Sickle (B) <sup>B</sup>	___ Seaborne Trident +1 (3)	___
___ Sickle +1 (1)	___ Shortspear +3 (4)	___

## SPELLS

___ Bloodscent (B)	___ Viper Strike (B) <sup>B</sup>	___ Control Weather (4)
___ Burst Bonds (B) <sup>B</sup>	___ Charm Animal (1)	___ Breath of Life (5)
___ Cure (B) <sup>B</sup>	___ Holy Stone (1)	___ Venomous Bolt (5)
___ Enchanted Fang (B) <sup>B</sup>	___ Fruit of Life (2)	___ Forest Walk (6)
___ Fireblade (B) <sup>B</sup>	___ Renewal (2)	___ Vengeful Storm (6)
___ Frigid Blast (B) <sup>B</sup>	___ Divine Blaze (3)	___
___ Hide From Animals (B) <sup>B</sup>	___ Ice Strike (3)	___
___ Sanctuary (B) <sup>B</sup>	___ Cape of Wasps (4)	___

## ARMORS

___ Hide Armor (B) <sup>B</sup>	___ Wolfhide Armor (1)	___ Bearskin Armor (5)
___ Leather Armor (B) <sup>B</sup>	___ Shark Skin Armor (2)	___ Primal Hide Armor (6)
___ Magic Leather Armor (B)	___ Mammoth Hide Armor (3)	___
___ Stalking Armor (1) <sup>B</sup>	___ Ophidian Armor (4)	___

## ITEMS

___ Amulet of Mighty Fists (B) <sup>B</sup>	___ Boots of Elvenkind (2)	___ Rabbit's Foot (5)
___ Clockwork Magpie (B)	___ Cloak of Elvenkind (2)	___ Ring of Regeneration (5)
___ Conch Shell (B) <sup>B</sup>	___ Belt of Giant Strength (3)	___ Bountiful Bottle (6)
___ Feather of Maat (B)	___ Spellbottle (3)	___ Pearl of Magic (6)
___ Potion of Beast Skin (B) <sup>B</sup>	___ Belt of Charging (4)	___
___ Pearl of Wisdom (1)	___ Headband of	___
___ Topaz of Strength (1)	___ Inspired Wisdom (4)	___

## ALLIES

___ Apprentice (B)	___ Vulture (B) <sup>B</sup>	___ Pteranodon (4)
___ Bat (B)	___ Druid of the Flame (1)	___ Stag (5)
___ Crow (B) <sup>B</sup>	___ Wolverine (1)	___ Velociraptor (5)
___ Dog (B) <sup>B</sup>	___ Druid of the Storm (2)	___ Baby Triceratops (6)
___ Frilled Lizard (B) <sup>B</sup>	___ Wolf (2)	___ Thylacine (6)
___ Frog (B) <sup>B</sup>	___ Druid of the Leaf (3)	___
___ Giant Weasel (B)	___ Snow Leopard (3)	___
___ Mastiff (B)	___ Bear (4)	___

## BLESSINGS

___ Blessing of Desna (B)	___ Blessing of Pharasma (1)	___ Blessing of Gorum (4)
___ Blessing of Gorum (B)	___ Blessing of Gorum (2)	___ Blessing of Pharasma (4)
___ Blessing of Pharasma (B)	___ Blessing of Gozreh (2)	___ Blessing of the Starsong (5)
___ Blessing of the Gods (B) <sup>B</sup> x5	___ Blessing of Achaek (3)	___ Blessing of Nethys (6)
___ Blessing of Milani (1)	___ Blessing of the Starsong (3)	___