

# Darago

Male Human Wizard



Played by:

PFS Number:



# Darago

Male Human Wizard



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SKILLS		CARDS		FT: SPELL	
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	2 <input type="checkbox"/> 3		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
FORTITUDE: CONSTITUTION +2		ITEM	3 <input type="checkbox"/> 4		
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ALLY	1 <input type="checkbox"/> 2		
ARCANE: INTELLIGENCE +2		BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
KNOWLEDGE: INTELLIGENCE +2					
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8				
When you acquire a card that has the Magic trait during your exploration, you may immediately explore again.					
Add 1d4 ( <input type="checkbox"/> 2d4) and the Magic trait to your check to defeat a bane that has the Undead trait.					
<input type="checkbox"/> When you defeat a monster that has the Undead trait and would banish it, you may put it in your hand. You may banish a monster from your hand to add 1d4 to your check.					

SKILLS			CARDS			FT: SPELL		
STRENGTH	d4	<input type="checkbox"/> +1	WEAPON	2	<input type="checkbox"/> 3			
DEXTERITY	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5	<input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8			
CONSTITUTION	d8	<input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2	<input type="checkbox"/> 3 <input type="checkbox"/> 4			
FORTITUDE: CONSTITUTION +2			ITEM	3	<input type="checkbox"/> 4			
INTELLIGENCE	d10	<input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ALLY	1	<input type="checkbox"/> 2			
ARCANE: INTELLIGENCE +2			BLESSING	2	<input type="checkbox"/> 3 <input type="checkbox"/> 4			
KNOWLEDGE: INTELLIGENCE +2			Necromancer					
WISDOM	d8	<input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3						
CHARISMA	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2						
POWERS								
HAND SIZE	6		<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9			
When you acquire a card that has the Magic trait during your exploration, you may immediately explore again.								
Add 1d4 ( <input type="checkbox"/> 2d4) and the Magic trait to your check to defeat a bane that has the Undead trait.								
<input type="checkbox"/> When you defeat a monster that has the Undead trait ( <input type="checkbox"/> or any monster) and would banish it, you may put it in your hand. You may banish a monster from your hand to add 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to your check ( <input type="checkbox"/> or a check by any character at your location).								
<input type="checkbox"/> Add 1 ( <input type="checkbox"/> 2) ( <input type="checkbox"/> 3) to your check to recharge a card.								

## Necromancer

# Barago

Male Human Wizard



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SKILLS		CARDS	FT: SPELL
STRENGTH	d4 □ +1	WEAPON	2 □ 3
DEXTERITY	d6 □ +1 □ +2	SPELL	5 □ 6 □ 7 □ 8
CONSTITUTION	d8 □ +1 □ +2 □ +3 FORTITUDE: CONSTITUTION +2	ARMOR	2 □ 3 □ 4
INTELLIGENCE	d10 □ +1 □ +2 □ +3 □ +4 ARCANE: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	3 □ 4
WISDOM	d8 □ +1 □ +2 □ +3	ALLY	1 □ 2
CHARISMA	d6 □ +1 □ +2	BLESSING	2 □ 3 □ 4
POWERS			
HAND SIZE	6 □ 7 □ 8		
When you acquire a card that has the Magic trait during your exploration, you may immediately explore again.			
Add 1d4 (□ 2d4) and the Magic trait to your check to defeat a bane that has the Undead trait.			
□ When you defeat a monster that has the Undead trait and would banish it, you may put it in your hand. You may banish a monster from your hand to add 1d4 to your check.			

SKILLS		CARDS	FT: SPELL
STRENGTH	d4 □ +1	WEAPON	2 □ 3
DEXTERITY	d6 □ +1 □ +2	SPELL	5 □ 6 □ 7 □ 8
CONSTITUTION	d8 □ +1 □ +2 □ +3 FORTITUDE: CONSTITUTION +2	ARMOR	2 □ 3 □ 4
INTELLIGENCE	d10 □ +1 □ +2 □ +3 □ +4 ARCANE: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	3 □ 4
WISDOM	d8 □ +1 □ +2 □ +3	ALLY	1 □ 2
CHARISMA	d6 □ +1 □ +2	BLESSING	2 □ 3 □ 4
POWERS			
HAND SIZE	6 □ 7 □ 8 □ 9		
When you acquire a card that has the Magic trait during your exploration, you may immediately explore again.			
Add 1d4 (□ 2d4) (□ 2d6) and the Magic trait to your check (□ or a check by any character at your location) to defeat a bane that has the Undead trait.			
□ When you defeat a monster that has the Undead trait and would banish it, you may put it in your hand. You may banish a monster from your hand (□ to draw a card or) to add 1d4 to your check.			
□ After you defeat a bane that has the Undead trait, you may examine the top card of your location deck (□ and you may shuffle that deck).			
□ Add 1 (□ 2) to your check to recharge a card.			

## Soul Warden



# Ezren

Male Human Wizard



Played by:

PFS Number:



# Ezren

Male Human Wizard



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d12 <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 <input type="checkbox"/> 6
ARCANE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
KNOWLEDGE: INTELLIGENCE +1		BLESSING	—
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
DIPLOMACY: CHARISMA +1			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
After you play a spell that has the Arcane trait, you may examine the top card of your deck; if it is a spell, you may recharge it ( <input type="checkbox"/> or put it into your hand).			
When you acquire a card that has the Magic trait during your exploration, you may immediately explore again, or you may give it to another character at your location.			
<input type="checkbox"/> When another character at your location attempts a combat check that has the Arcane trait, add 2 ( <input type="checkbox"/> 3) to it.			

SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +1	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +1	BLESSING	—
		Transmogrifier	
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
After you play a spell that has the Arcane trait, you may examine the top card of your deck; if it is a spell, you may recharge it ( <input type="checkbox"/> or put it into your hand).			
When you acquire a card that has the Magic trait during your exploration, you may immediately explore again, or you may give it to another character at your location.			
<input type="checkbox"/> When another character at your location attempts a combat check that has the Arcane trait, add 2 ( <input type="checkbox"/> 3) ( <input type="checkbox"/> 4) to it.			
<input type="checkbox"/> When you fail to defeat a non-henchman, non-villain monster, you may return it to the box and add a random monster from the box to its location.			
<input type="checkbox"/> When ( <input type="checkbox"/> you acquire or) another character acquires a boon, that character may banish it to draw 1 random non-Basic ( <input type="checkbox"/> and non-Elite) boon of that type from the box.			
<input type="checkbox"/> Before you reset your hand, you may reveal a spell to treat your hand size as 3, 7, or 10 until the end of the turn.			

## Transmogrier



Played by:

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Male Human Wizard

Ezren



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PFS Number:

Male Human Wizard

Ezren



SKILLS		CARDS		FT: SPELL	
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	— <input type="checkbox"/> 1		
INTELLIGENCE	d12 <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 <input type="checkbox"/> 6		
ARCANE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
KNOWLEDGE: INTELLIGENCE +1		BLESSING	—		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
DIPLOMACY: CHARISMA +1					
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
After you play a spell that has the Arcane trait, you may examine the top card of your deck; if it is a spell, you may recharge it ( <input type="checkbox"/> or put it into your hand).					
When you acquire a card that has the Magic trait during your exploration, you may immediately explore again, or you may give it to another character at your location.					
<input type="checkbox"/> When another character at your location attempts a combat check that has the Arcane trait, add 2 ( <input type="checkbox"/> 3) to it.					

SKILLS		CARDS	FT: SPELL
<b>STRENGTH</b>	d4 <input type="checkbox"/> +1	<b>WEAPON</b>	1 <input type="checkbox"/> 2
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b>	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b>	— <input type="checkbox"/> 1
<b>INTELLIGENCE</b>	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +1	<b>ITEM</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
<b>WISDOM</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +1	<b>BLESSING</b>	—
<b>POWERS</b>		<h1>Hedge Wizard</h1>	
<b>HAND SIZE</b>	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
After you play a spell that has the Arcane trait, you may examine the top card of your deck; if it is a spell, you may recharge it ( <input type="checkbox"/> or put it into your hand).			
When you acquire a card that has the Magic trait during your exploration, you may immediately explore again, or you may give it to another character at your location ( <input type="checkbox"/> or you may do both).			
<input type="checkbox"/> When another character at your location attempts a combat check that has the Arcane trait, add 2 ( <input type="checkbox"/> 3) to it.			
<input type="checkbox"/> When a character at your location acquires a card that has the Magic trait, that character may immediately recharge it.			
<input type="checkbox"/> Add 1 ( <input type="checkbox"/> 2) ( <input type="checkbox"/> 3) to your Arcane or Knowledge check.			
<input type="checkbox"/> You may discard a card that has the Arcane ( <input type="checkbox"/> or Magic) trait to add 1 die to any check by another character.			

Hedge Wizard

# Melindra

Female Gnome Wizard



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL OR ITEM
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors		
To evade a bane, you may succeed at a Stealth check with a difficulty equal to 8 ( <input type="checkbox"/> 5) plus twice the adventure deck number of the current scenario, if any.			
After you play a spell that has the Arcane trait, you may examine the top card of your deck; if it is a spell ( <input type="checkbox"/> or an item) you may put it into your hand.			

# Melindra

Female Gnome Wizard



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL OR ITEM
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
POWERS		Shadowcaster	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors		
To evade a bane, you may succeed at a Stealth check with a difficulty equal to 8 ( <input type="checkbox"/> 5) plus twice the adventure deck number of the current scenario, if any.			
After you play a spell that has the Arcane trait, you may examine the top card of your deck; if it is a spell ( <input type="checkbox"/> or an item) you may put it into your hand ( <input type="checkbox"/> or recharge it).			
<input type="checkbox"/> When you evade a bane, you may return it to the top of ( <input type="checkbox"/> or under the top card of) its location deck.			
<input type="checkbox"/> When another character encounters a bane, you may recharge a spell to move.			
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your check to recharge ( <input type="checkbox"/> or acquire) a spell.			

## Shadowcaster



# Melindra

Female Gnome Wizard



Played by:  
PFS Number:



SKILLS		CARDS	FT: SPELL OR ITEM
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors		
To evade a bane, you may succeed at a Stealth check with a difficulty equal to 8 ( <input type="checkbox"/> 5) plus twice the adventure deck number of the current scenario, if any.			
After you play a spell that has the Arcane trait, you may examine the top card of your deck; if it is a spell ( <input type="checkbox"/> or an item) you may put it into your hand.			

# Melindra

Female Gnome Wizard



Played by:  
PFS Number:



SKILLS		CARDS	FT: SPELL OR ITEM
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
POWERS		Mage Spy	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
To evade a bane, you may succeed at a Stealth check with a difficulty equal to 8 ( <input type="checkbox"/> 5) plus twice the adventure deck number of the current scenario, if any.			
After you play a spell that has the Arcane trait, you may examine the top card of your deck; if it is a spell ( <input type="checkbox"/> or an item) you may put it into your hand.			
<input type="checkbox"/> If you fail a check to acquire a boon on your turn, you may put it on top of the location deck it came from.			
<input type="checkbox"/> If you are the only character at your location, you may recharge a card to add 1d6 ( <input type="checkbox"/> +1) to your combat check.			
<input type="checkbox"/> You may recharge a card that has the Arcane trait to examine the top card of ( <input type="checkbox"/> any character deck or) any location deck. ( <input type="checkbox"/> Then you may shuffle the deck.)			
<input type="checkbox"/> If you acquire a card that has the Magic trait during an exploration, you may immediately explore again.			

## Mage Spy



# Radillo

Female Half-Elf Wizard



Played by:  
PFS Number:



SKILLS		CARDS	FT: SPELL OR ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
ARCANE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
DIPLOMACY: CHARISMA +3			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
When you play a spell that has the Arcane trait during an encounter, you may examine the bottom card of your deck; if it is a spell ( <input type="checkbox"/> or an ally) you may put it on top of your deck ( <input type="checkbox"/> or add it to your hand).			
When you attempt to acquire an ally, you may use your Arcane skill in place of any listed skill.			
You automatically succeed at your check to recharge ( <input type="checkbox"/> or acquire) a boon that has the Mental trait.			

# Radillo

Female Half-Elf Wizard



Played by:  
PFS Number:



SKILLS		CARDS	FT: SPELL OR ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
ARCANE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	Arcane Collector	
DIPLOMACY: CHARISMA +3			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
When you play a spell that has the Arcane trait during an encounter, you may examine the bottom card of your deck; if it is a spell ( <input type="checkbox"/> or an ally) you may put it on top of your deck ( <input type="checkbox"/> or add it to your hand).			
When you attempt to acquire an ally, you may use your Arcane skill in place of any listed skill.			
You automatically succeed at your check to recharge ( <input type="checkbox"/> or acquire) a boon that has the Mental trait.			
<input type="checkbox"/> When you acquire ( <input type="checkbox"/> or another character at your location acquires) a boon, you may draw a card.			
<input type="checkbox"/> When you encounter a boon, you may bury a card to exchange it with a random boon of the same type ( <input type="checkbox"/> or a spell) ( <input type="checkbox"/> or an ally) from the box.			
<input type="checkbox"/> Add the number of buried cards you have to your check to acquire a boon.			
<input type="checkbox"/> If you fail a check to acquire a boon, you may evade it.			

## Arcane Collector



# Radillo

Female Half-Elf Wizard



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL OR ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
ARCANE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
DIPLOMACY: CHARISMA +3			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
When you play a spell that has the Arcane trait during an encounter, you may examine the bottom card of your deck; if it is a spell ( <input type="checkbox"/> or an ally) you may put it on top of your deck ( <input type="checkbox"/> or add it to your hand).			
When you attempt to acquire an ally, you may use your Arcane skill in place of any listed skill.			
You automatically succeed at your check to recharge ( <input type="checkbox"/> or acquire) a boon that has the Mental trait.			

# Radillo

Female Half-Elf Wizard



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PFS Number:



SKILLS		CARDS	FT: SPELL OR ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
ARCANE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<h1>Puppet Master</h1>	
DIPLOMACY: CHARISMA +3			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
When you play a spell that has the Arcane trait during an encounter, you may examine the bottom card of your deck; if it is a spell ( <input type="checkbox"/> or an ally) you may put it on top of your deck ( <input type="checkbox"/> or add it to your hand).			
When you attempt to acquire an ally, you may use your Arcane skill in place of any listed skill.			
You automatically succeed at your check to recharge ( <input type="checkbox"/> or acquire) a boon that has the Mental trait.			
<input type="checkbox"/> When another character at your location ( <input type="checkbox"/> or at any location) fails to acquire a boon, you may banish a card to put the boon in your discard pile.			
<input type="checkbox"/> When you discard an ally to explore your location, you may recharge a random ally from your discard pile ( <input type="checkbox"/> or shuffle it into your deck).			
<input type="checkbox"/> If you play a spell to evade a bane, you may put the bane on top of its deck.			
<input type="checkbox"/> When any character at your location attempts a check to defeat a monster, you may recharge an ally to reduce the difficulty of that check by 1 ( <input type="checkbox"/> 2) plus the adventure deck number of the recharged ally, if any.			

## Puppet Master





## WEAPONS

___ Quarterstaff <b>(B)<sup>B</sup></b>	___ Light Crossbow +1 <b>(2)</b>	___ Dancing Mace +2 <b>(6)</b>
___ Rapier <b>(B)<sup>B</sup></b>	___ Cutlass +1 <b>(3)</b>	___
___ Sling <b>(B)<sup>B</sup></b>	___ Spellsword +2 <b>(4)</b>	___
___ Allying Dart +1 <b>(1)</b>	___ Force Sling +3 <b>(5)</b>	___

## SPELLS

___ Acid Arrow <b>(B)</b>	___ Frost Ray <b>(1)</b>	___ Teleport <b>(4)</b>
___ Arcane Armor <b>(B)<sup>B</sup></b>	___ Sphere of Fire <b>(1)</b>	___ Blizzard <b>(5)</b>
___ Augury <b>(B)</b>	___ Dehydrating Touch <b>(2)</b>	___ Icy Prison <b>(5)</b>
___ Detect Magic <b>(B)<sup>B</sup></b>	___ Paralyze <b>(2)</b>	___ Life Leech <b>(5)</b>
___ Force Missile <b>(B)<sup>B</sup></b> x2	___ Web <b>(2)</b>	___ Bewilder <b>(6)</b>
___ Lightning Touch <b>(B)<sup>B</sup></b> x2	___ Dimension Leap <b>(3)</b>	___ Corrosive Storm <b>(6)</b>
___ Magic Weapon <b>(B)<sup>B</sup></b>	___ Masterwork <b>(3)</b>	___ Disintegrate <b>(6)</b>
___ Phantasmal Minion <b>(B)<sup>B</sup></b>	___ Scrying <b>(3)</b>	___
___ Sleep <b>(B)<sup>B</sup></b>	___ Displacement <b>(4)</b>	___
___ Augury <b>(1)</b>	___ Safe Harbor <b>(4)</b>	___

## ARMORS

___ Cloth Armor <b>(B)<sup>B</sup></b>	___ Magic Studded	___ Robe of Vision <b>(5)</b>
___ Magic Wooden Armor <b>(1)</b>	___ Leather Armor <b>(3)</b>	___
___ Blackcloth Armor <b>(2)</b>	___ Lesser Bolstering Armor <b>(4)</b>	___

## ITEMS

___ Blast Stone <b>(B)<sup>B</sup></b>	___ Staff of Minor Healing <b>(2)</b>	___ Headband of
___ Bracers of Protection <b>(B)<sup>B</sup></b>	___ Headband of	___ Epic Intelligence <b>(5)</b>
___ Codex <b>(B)<sup>B</sup></b>	___ Alluring Charisma <b>(3)</b>	___ Wand of Treasure Finding <b>(5)</b>
___ Eye Patch <b>(B)<sup>B</sup></b>	___ Mist Horn <b>(3)</b>	___ Boots of Teleportation <b>(6)</b>
___ Token of Remembrance <b>(B)</b>	___ Wand of Scorching Ray <b>(3)</b>	___ Pearl of Magic <b>(6)</b>
___ Sapphire of Intelligence <b>(1)</b>	___ Net of Snaring <b>(4)</b>	___
___ Spyglass <b>(1)</b>	___ Staff of Heaven	___
___ Ring of Protection <b>(2)</b>	___ and Earth <b>(4)</b>	___

## ALLIES

___ Acolyte <b>(B)</b>	___ Toad <b>(1)</b>	___ Clockwork Librarian <b>(5)</b>
___ Fox <b>(B)<sup>B</sup></b>	___ Apprentice <b>(2)</b>	___ Pyromaniac Mage <b>(5)</b>
___ Guard <b>(B)<sup>B</sup></b>	___ Incanter <b>(2)</b>	___ Clockwork Owl <b>(6)</b>
___ Jinx Eater <b>(B)<sup>B</sup></b>	___ Animal Tamer <b>(3)</b>	___ Mountaineer <b>(6)</b>
___ Sage <b>(B)<sup>B</sup></b>	___ Cat <b>(3)</b>	___
___ Snake <b>(B)</b>	___ Lizard <b>(4)</b>	___
___ Chameleon <b>(1)</b>	___ Scribe <b>(4)</b>	___

## BLESSINGS

___ Blessing of Abadar <b>(B)</b>	___ Blessing of Sivanah <b>(2)</b>	___ Blessing of Norgorber <b>(4)</b>
___ Blessing of Pharasma <b>(B)</b>	___ Blessing of Gozreh <b>(2)</b>	___ Blessing of Shelyn <b>(5)</b>
___ Blessing of the Gods <b>(B)<sup>B</sup></b> x3	___ Blessing of Pharasma <b>(2)</b>	___ Blessing of Sivanah <b>(5)</b>
___ Blessing of Gozreh <b>(1)</b>	___ Blessing of Pharasma <b>(3)</b> x2	___ Blessing of Nethys <b>(6)</b>
___ Blessing of Shelyn <b>(1)</b>	___ Blessing of Achaekkek <b>(4)</b>	___

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___ Codex <b>(B)<sup>B</sup></b>	___ Alluring Charisma <b>(3)</b>	___ Wand of Treasure Finding <b>(5)</b>
___ Eye Patch <b>(B)<sup>B</sup></b>	___ Mist Horn <b>(3)</b>	___ Boots of Teleportation <b>(6)</b>
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___ Sage <b>(B)<sup>B</sup></b>	___ Cat <b>(3)</b>	___
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___ Blessing of Shelyn <b>(1)</b>	___ Blessing of Achaekkek <b>(4)</b>	___