

Illustration by Ben Wootten



RANZAK

MALE GOBLIN RAIDER

SKILLS					
STRENGTH	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
DEXTERITY	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
DISABLE: DEXTERITY +1					
STEALTH: DEXTERITY +1					
CONSTITUTION	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
FORTITUDE: CONSTITUTION +1					
INTELLIGENCE	d4				
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

☐8

☐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 (☐+1) 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.

CARDS LIST

WEAPON

4

☐5

☐6

SPELL

1

☐2

ARMOR

1

☐2

ITEM

4

☐5

☐6

☐7

☐8

ALLY

1

☐2

BLESSING

4

☐5

FAVORED CARD TYPE: NONE

"Goblins fight and goblins bleed. Ranzak takes what Ranzak needs. Follow orders! Don't give guff! Fight for Ranzak! He needs stuff!"

Ranzak wrote this clever verse. Ranzak's smart, so you go first! Come on, pirates! Do your duty! Ranzak's ready for some booty!"

—Ranzak's song

SCENARIOS COMPLETED

This sheet may be used until Ranzak has completed the adventure The Hook Mountain Massacre.

PERILS OF THE LOST COAST

- ☐ Bigandoom!
- ☐ The Poison Pill
- ☐ Black Fang's Dungeon

BURNT OFFERINGS

- ☐ Attack on Sandpoint
- ☐ Local Heroes
- ☐ Trouble in Sandpoint
- ☐ Approach to Thistletop
- ☐ Thistletop Delve

THE SKINSAW MURDERS

- ☐ Undead Uprising
- ☐ Crow Bait
- ☐ Foul Misgivings
- ☐ The Cult Exposed
- ☐ Angel in the Tower

THE HOOK MOUNTAIN MASSACRE

- ☐ Them Ogres Ain't Right
- ☐ The Fort in Peril
- ☐ Here Comes the Flood
- ☐ Battle at the Dam
- ☐ Into the Mountains

NOTES

DECK LIST

WEAPONS	
—	Allying Dart +1 (C)
—	Bastard Sword (B)
—	Bastard Sword +1 (1)
—	Battleaxe (B)
—	Dagger (B, C)
—	Dagger +1 (1)
—	Dart (B)
—	Deathbane Light Crossbow +1 (C)
—	Dogslicer (1)
—	Dogslicer +1 (1)
—	Flaming Mace +1 (B)
—	Frost Longbow +1 (3)
—	Glave (B, C)
—	Greataxe (B)
—	Greatsword (C)
—	Heavy Crossbow (B)
—	Heavy Pick +1 (2)
—	Icy Longspear +1 (C)
—	Light Crossbow (B, C)
—	Light Crossbow +1 (2)
—	Longbow (B, C)
—	Longbow +1 (1)
—	Longspear (B)
—	Longsword (B)
—	Longsword +1 (B)
—	Longsword +2 (3)
—	Mace (B)
—	Quarterstaff (B)
—	Returning Throwing Axe +1 (B)
—	Scimitar (B, C)
—	Scythe +1 (2)
—	Shock Longbow +1 (B)
—	Shortbow (B, C)
—	Shortsword (B, C)
—	Shortsword +1 (1)
—	Sickle +1 (2)
—	Sling (B)
—	Spiked Chain (B)
—	Starknife (B)
—	Throwing Axe (B)
—	Venomous Dagger +2 (3)
—	Vicious Trident +1 (3)
—	War Razor +1 (2)
—	Warhammer (B, C)
—	Warhammer +1 (B)

SPELLS

- Acid Arrow (B, C)
- Aid (B, C)
- Arcane Armor (B)
- Augury (B, C)
- Charm Person (B)
- Consecration (2)
- Cure (B, C)
- Detect Evil (B, C)
- Detect Magic (B)
- Enteeble (1)
- Fiery Weapon (1)
- Find Traps (B, C)
- Force Missile (B)
- Frost Ray (1)
- Glibness (B)
- Guidance (B)
- Haste (2)
- Holy Light (B)
- Incendiary Cloud (3)
- Inflict (B, C)
- Invisibility (B)
- Levitate (B)
- Lightning Bolt (2)
- Lightning Touch (B, C)
- Major Cure (3)
- Mending (B, C)
- Mirror Image (B)
- Sanctuary (B, C)
- Scorching Ray (1)
- Scrying (3)
- Sleep (B)
- Speed (1)
- Strength (B, C)
- Swipe (3)
- Toxic Cloud (2)
- Web (2)

ARMORS

- Arrow Catching
- Studded Leather (2)
- Chain Mail (B, C)
- Deathbane Shield (2)
- Elven Breastplate (1)
- Elven Chain Shirt (B, 1)
- Half-Plate (B, C)
- Hide Armor of Fire Resistance (2)
- Leather Armor (B, C)
- Magic Chain Mail (B, C)
- Magic Full Plate (3)
- Magic Half-Plate (B, C)
- Magic Leather Armor (B, C)
- Magic Shield (B, C)
- Magic Studded Leather Armor (3)
- Shield of Fire Resistance (1)
- Spiny Shield (3)
- Wooden Shield (B, C)

ITEMS

- Amulet of Fortitude (B)
- Amulet of Life (B)
- Amulet of Mighty Fists (C)
- Belt of giant Strength (3)
- Belt of Incredible Dexterity (3)
- Blast Stone (B)
- Boots of Elvenkind (B)
- Bracers of Protection (B)
- Caltrop (B)
- Cape of Escape (B)
- Chime of Unlocking (2)
- Cloak of Elvenkind (2)
- Codex (B)
- Crowbar (B)
- Crown of Charisma (C)
- Eyes of the Eagle (C)
- Headband of Alluring Charisma (3)
- Holy Candle (B)
- Holy Water (B)
- Luckstone (B)
- Masterwork Tools (B, C)
- Mattock (B, C)
- Potion of Energy Resistance (B)
- Potion of Fortitude (B, C)
- Potion of Gossly Form (B)
- Potion of Glibness (B, C)
- Potion of Gracefulness (1)
- Potion of Healing (B, C)
- Potion of Hiding (B, C)
- Potion of Rudeness (1)
- Potion of vision (B, C)
- Ring of Protection (2)
- Sage's Journal (C)
- Spyglass (B, C)
- Staff of Minor Healing (1)
- Thieves' Tools (B)
- Token of Remembrance (B)
- Tome of Knowledge (B)
- Wand of Force Missile (1)
- Wand of Scorching Ray (3)
- Wand of Shield (1)

ALLIES

- Acolyte (B, C)
- Aldern Foxglove (1)
- Ameko Kajitsu (1)
- Archer (B)
- Black Arrow Ranger (3)
- Brodelt Quink (2)
- Burglar (B, C)
- Cat (3)
- Crow (B, C)
- Girdak Drokus (1)
- Father Zantus (B)
- Giant Badger (3)
- Grizzled Mercenary (1)
- Guard (B)
- Guide (B)
- Ilosari Gandethus (1)
- Jakardros Sovark (3)
- Maester Grump (2)
- Mayor Kendra Deverin (B)
- Merchant (2)
- Monkey (3)
- Night Watch (B)
- Sabretooth Tiger (C)
- Sage (B)
- Shalelu Andosana (B)
- Sheriff Hemlock (B)
- Snake (C)
- Soldier (B, C)
- Standard Bearer (B)
- Toad (1)
- Troubadour (B, C)
- Vale Terrors (3)
- Ven Vinder (1)
- Yap the Pixie (3)

LOOT

- Headband of Vast Intelligence (3)
- Impaler of Thorns (2)
- Medusa Mask (2)
- Shedron Medallion (1, 2, 3)
- Snakeskin Tunic (2)
- Wand of Enervation (3)

BLESSINGS

- Blessing of Abadar (2)
- Blessing of Calistra (B, C)
- Blessing of Desna (B, C)
- Blessing of Erastil (B, C)
- Blessing of Gorum (B, C)
- Blessing of Iomedae (B, C)
- Blessing of Ironi (B, C)
- Blessing of Lamasthu (1)
- Blessing of Norgorber (3)
- Blessing of Pharasma (B, C)
- Blessing of Sarenrae (B, C)
- Blessing of Shelyn (B, C)
- Blessing of the Gods (B, C)
- Blessing of Torag (B, C)





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RANZAK (KLEPTOMANIAC) MALE GOBLIN RAIDER

SKILLS

STRENGTH	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
DEXTERITY	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
DISABLE: DEXTERITY +1				
STEALTH: DEXTERITY +1				
CONSTITUTION	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3 <input type="checkbox"/> +4
FORTITUDE: CONSTITUTION +1				
INTELLIGENCE	d4			
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	<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) (<input type="checkbox"/> +3) 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"/> When you close a location, add a plunder card from the box to your hand.					
<input type="checkbox"/> If another character at your location fails a check to acquire a boon, you may attempt a check to acquire it.					
<input type="checkbox"/> 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.					
<input type="checkbox"/> Discard a card from the blessings deck to explore your location.					

CARDS LIST

WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6		
SPELL	1	<input type="checkbox"/> 2			
ARMOR	1	<input type="checkbox"/> 2			
ITEM	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
ALLY	1	<input type="checkbox"/> 2			
BLESSING	4	<input type="checkbox"/> 5			

FAVORED CARD TYPE: NONE

"Goblins fight and goblins bleed,
Ranzak takes what Ranzak needs.
Follow orders! Don't give guff!
Fight for Ranzak! He needs stuff!"

Ranzak wrote this clever verse
Ranzak's smart, so you go first!
Come on, pirates! Do your duty!
Ranzak's ready for some booty!"

—Ranzak's song

SCENARIOS COMPLETED

This sheet may be used after Ranzak has completed the adventure The Hook Mountain Massacre.

PERILS OF THE LOST COAST

- ☐ Brigandoom!
- ☐ The Poison Pill
- ☐ Black Fang's Dungeon

BURNT OFFERINGS

- ☐ Attack on Sandpoint
- ☐ Local Heroes
- ☐ Trouble in Sandpoint
- ☐ Approach to Thistletop
- ☐ Thistletop Delve

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- ☐ Undead Uprising
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- ☐ Them Ogres Ain't Right
- ☐ The Fort in Peril
- ☐ Here Comes the Flood
- ☐ Battle at the Dam
- ☐ Into the Mountains

FORTRESS OF THE STONE GIANTS

- ☐ Sandpoint Under Siege
- ☐ Jorgenfist
- ☐ The Black Tower
- ☐ Under Jorgenfist
- ☐ The Ancient Library

SINS OF THE SAVIORS

- ☐ Underneath Sandpoint
- ☐ Rimeskull
- ☐ The Halls of Seduction
- ☐ Thassilonian Sins
- ☐ Into the Runeforge

SPIRES OF XIN-SHALAST

- ☐ Cabin in the Snow
- ☐ The Road through Xin-Shalast
- ☐ Scaling Mhar Massif
- ☐ Assault on the Pinnacle
- ☐ Into the Eye

DECK LIST

WEAPONS

___ Acidic Sling +3 (5)	___ Greatclub +3 (4)	___ Shock Greatsword +2 (6)
___ Allying Dart +1 (C)	___ Greatsword (C)	___ Shock Longbow +1 (B)
___ Bastard Sword (B)	___ Heavy Crossbow (B)	___ Shortbow (B, C)
___ Bastard Sword +1 (1)	___ Heavy Pick +1 (2)	___ Shortspears +3 (4)
___ Battleaxe (B)	___ Icy Longspear +1 (C)	___ Shortsword (B, C)
___ Dagger (B, C)	___ Light Crossbow (B, C)	___ Shortsword +1 (1)
___ Dagger +1 (1)	___ Light Crossbow +1 (2)	___ Sickles +1 (2)
___ Dancing Scimitar +2 (5)	___ Longbow (B, C)	___ Sling (B)
___ Dart (B)	___ Longbow +1 (1)	___ Spiked Chain (B)
___ Deathbane Light	___ Longspear (B)	___ Starknife (B)
___ Crossbow +1 (C)	___ Longsword (B)	___ Throwing Axe (B)
___ Dogslicer (1)	___ Longsword +1 (B)	___ Venomous Dagger +2 (3)
___ Dogslicer +1 (1)	___ Longsword +2 (3)	___ Venomous Heavy
___ Flaming Icy Axe +1 (6)	___ Mace (B)	___ Crossbow +2 (5)
___ Flaming Mace +1 (B)	___ Quarterstaff (B)	___ Vicious Trident (3)
___ Flaming Ranseur +3 (5)	___ Returning Frost Spear +2 (6)	___ War Razor +1 (2)
___ Force Sling +3 (6)	___ Returning Throwing	___ Warhammer (B, C)
___ Frost Longbow +1 (3)	___ Axe +1 (B)	___ Warhammer +1 (B)
___ Giantbane Dagger +1 (4)	___ Runechill Hatchet +2 (4)	
___ Glaive (B, C)	___ Scimitar (B, C)	
___ Greataxe (B)	___ Scythe +1 (2)	

SPELLS

___ Acid Arrow (B, C)	___ Force Missile (B)	___ Poison Blast (4)
___ Aid (B, C)	___ Frost Ray (1)	___ Raise Dead (5)
___ Arcane Armor (B)	___ Glibness (B)	___ Restoration (4)
___ Augury (B, C)	___ Guidance (B)	___ Sanctuary (B, C)
___ Bewilder (6)	___ Haste (2)	___ Scorching Ray (1)
___ Blizzard (5)	___ Holy Light (B)	___ Scrying (3)
___ Charm Person (B)	___ Incendiary Cloud (3)	___ Sign of Wrath (6)
___ Consecration (2)	___ Inflict (B, C)	___ Sleep (B)
___ Corrosive Storm (6)	___ Invisibility (B)	___ Speed (1)
___ Cure (B, C)	___ Invoke (6)	___ Strength (B, C)
___ Detect Evil (B, C)	___ Levitate (B)	___ Swipe (3)
___ Detect Magic (B)	___ Lightning Bolt (2)	___ Teleport (4)
___ Disintegrate (5)	___ Lightning Touch (B, C)	___ Toxic Cloud (2)
___ Dominate (6)	___ Major Cure (3)	___ Web (2)
___ Enfeeble (1)	___ Mass Cure (4)	
___ Fiery Weapon (1)	___ Mending (B, C)	
___ Find Traps (B, C)	___ Mirror Image (B)	

ARMORS

___ Adamantine Plate Armor (6)	___ Elven Chain Shirt (B, 1)	___ Magic Half-Plate (B, C)
___ Arrow Catching	___ Entropy Shield (6)	___ Magic Leather Armor (B, C)
___ Studded Leather (2)	___ Fortress Shield (6)	___ Magic Shield (B, C)
___ Bolstering Armor (5)	___ Greater Bolstering Armor (6)	___ Magic Studded
___ Breastplate of Fire	___ Half-Plate (B, C)	___ Leather Armor (3)
___ Resistance (4)	___ Hide Armor of Fire	___ Reflecting Shield (4)
___ Chain Mail (B, C)	___ Resistance (2)	___ Shield of Fire Resistance (1)
___ Chainmail of Cold	___ Invincible Breastplate (5)	___ Spiny Shield (3)
___ Resistance (4)	___ Leather Armor (B, C)	___ Winged Shield (5)
___ Deathbane Shield (2)	___ Lesser Bolstering Armor (4)	___ Wooden Shield (B, C)
___ Demon Armor (6)	___ Magic Chain Mail (B, C)	
___ Elven Breastplate (1)	___ Magic Full Plate (3)	

ITEMS

___ Amulet of Fiery Fists (4)	___ Bracers of Greater	___ Eyes of the Eagle (C)
___ Amulet of Fortitude (B)	___ Protection (4)	___ Greater Luckstone (4)
___ Amulet of Life (B)	___ Bracers of Protection (B)	___ Headband of
___ Amulet of Mighty Fists (C)	___ Caltrops (B)	___ Alluring Charisma (3)
___ Belt of Giant Strength (3)	___ Cape of Escape (B)	___ Headband of
___ Belt of Incredible Dexterity (3)	___ Chime of Unlocking (2)	___ Epic Intelligence (5)
___ Belt of Physical Might (6)	___ Cloak of Elvenkind (2)	___ Headband of
___ Blast Stone (B)	___ Codex (B)	___ Inspired Wisdom (4)
___ Boots of Elvenkind (B)	___ Crowbar (B)	___ Holy Candle (B)
___ Boots of Teleportation (6)	___ Crown of Charisma (C)	___ Holy Water (B)



RANZAK (KLEPTOMANIAC)

MALE GOBLIN RAIDER

DECK LIST (CONTINUED)

ITEMS (CONTINUED)

___ Luckstone (B)	___ Potion of Healing (B, C)	___ and Earth (4)
___ Magic Spyglass (4)	___ Potion of Hiding (B, C)	___ Staff of Minor Healing (1)
___ Masterwork Tools (B, C)	___ Potion of Ruggedness (1)	___ Thieves' Tools (B)
___ Mattock (B, C)	___ Potion of Vision (B, C)	___ Token of Remembrance (B)
___ Necklace of Fireballs (4)	___ Ring of Energy	___ Tome of Knowledge (B)
___ Potion of Energy	___ Resistance (6)	___ Wand of Force Missile (1)
___ Resistance (B)	___ Ring of Protection (2)	___ Wand of Scorching Ray (3)
___ Potion of Fortitude (B, C)	___ Sage's Journal (C)	___ Wand of Shield (1)
___ Potion of Ghostly Form (B)	___ Sihedron Ring (6)	___ Wand of Treasure
___ Potion of Glibness (B, C)	___ Spyglass (B, C)	___ Finding (5)
___ Potion of Gracefulness (1)	___ Staff of Heaven	___

ALLIES

___ Acolyte (B, C)	___ Father Zantus (B)	___ Sacred Killer (5)
___ Aldern Foxglove (1)	___ Giant Badger (3)	___ Sage (B)
___ Ameiko Kaijitsu (1)	___ Grizzled Mercenary (1)	___ Shalelu Andosana (B)
___ Archer (B)	___ Guard (B)	___ Shaman (5)
___ Ayruzi (6)	___ Guide (B)	___ Sheriff Hemlock (B)
___ Bear (4)	___ Gyukak (6)	___ Snake (C)
___ Black Arrow Ranger (3)	___ Ilsoari Gandethus (1)	___ Soldier (B, C)
___ Brodert Quink (2)	___ Jakardros Sovark (3)	___ Standard Bearer (B)
___ Burglar (B, C)	___ Lizard (4)	___ Svevenka (6)
___ Cat (3)	___ Maester Grump (2)	___ Toad (1)
___ Charmed Red Dragon (4)	___ Mayor Kendra Deverin (B)	___ Troubadour (B, C)
___ Clockwork Librarian (4)	___ Merchant (2)	___ Vale Temros (3)
___ Conna the Wise (4)	___ Monkey (3)	___ Velociraptor (5)
___ Crow (B, C)	___ Morgiv (6)	___ Ven Vinder (1)
___ Cyrdak Drokus (1)	___ Mountaineer (6)	___ Yap the Pixie (3)
___ Dog (C)	___ Night Watch (B)	___ Zuvuzeg (5)
___ Eagle (4)	___ Pyromaniac Mage (5)	___
___ Elven Sharpshooter (5)	___ Sabretooth Tiger (C)	___

NOTES



LOOT

___ Chellan, Sword of Greed (6)	___ Medusa Mask (2)	___ Sihedron Tome (6)
___ Emerald Codex (4)	___ Mokmurian's Club (4)	___ Snakeskin Tunic (2)
___ Fanged Falchion (5)	___ Ordikon's Staff (5)	___ Staff of Hungry
___ Headband of Vast Intelligence (3)	___ Revelation Quill (5)	___ Shadows (5)
___ Impaler of Thorns (2)	___ Robe of Runes (4)	___ Summon Monster (5)
___ Karzoug's Burning Glaive (6)	___ Robes of Xin-Shalast (6)	___ Wand of Enervation (3)
	___ Runeforged Weapons (5)	___
	___ Sihedron Medallion	___
	___ (1, 2, 3)	___

BLESSINGS

___ Blessing of Abadar (2)	___ Blessing of Iomedae (B, C)	___ Blessing of Sarenrae (B, C)
___ Blessing of Calistria (B, C)	___ Blessing of Irori (B, C)	___ Blessing of Shelyn (B, C)
___ Blessing of Desna (B, C)	___ Blessing of Lamashtu (1)	___ Blessing of the Gods (B, C)
___ Blessing of Erastil (B, C)	___ Blessing of Nethys (6)	___ Blessing of Torag (B, C)
___ Blessing of Gorum (B, C)	___ Blessing of Norgorber (3)	___
___ Blessing of Gozreh (4)	___ Blessing of Pharasma (B, C)	___



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RANZAK (WRECKER) MALE GOBLIN RAIDER

SKILLS

STRENGTH	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
DEXTERITY	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
DISABLE: DEXTERITY +1				
STEALTH: DEXTERITY +1				
CONSTITUTION	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3 <input type="checkbox"/> +4
FORTITUDE: CONSTITUTION +1				
INTELLIGENCE	d4			
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	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) 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.					
<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 (□2d6) to your check to close the location, if any.					

CARDS LIST

WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
SPELL	1	<input type="checkbox"/> 2	
ARMOR	1	<input type="checkbox"/> 2	
ITEM	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
ALLY	1	<input type="checkbox"/> 2	
BLESSING	4	<input type="checkbox"/> 5	

FAVORED CARD TYPE: NONE

"Goblins fight and goblins bleed, Ranzak takes what Ranzak needs. Follow orders! Don't give guff! Fight for Ranzak! He needs stuff!"

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BURNT OFFERINGS

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- ☐ Local Heroes
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- ☐ Approach to Thistletop
- ☐ Thistletop Delve

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- ☐ Them Ogres Ain't Right
- ☐ The Fort in Peril
- ☐ Here Comes the Flood
- ☐ Battle at the Dam
- ☐ Into the Mountains

FORTRESS OF THE STONE GIANTS

- ☐ Sandpoint Under Siege
- ☐ Jorgenfist
- ☐ The Black Tower
- ☐ Under Jorgenfist
- ☐ The Ancient Library

SINS OF THE SAVIORS

- ☐ Underneath Sandpoint
- ☐ Rimeskull
- ☐ The Halls of Seduction
- ☐ Thassilonian Sins
- ☐ Into the Runeforge

SPIRES OF XIN-SHALAST

- ☐ Cabin in the Snow
- ☐ The Road through Xin-Shalast
- ☐ Scaling Mhar Massif
- ☐ Assault on the Pinnacle
- ☐ Into the Eye



DECK LIST

WEAPONS

___ Acidic Sling +3 (5)	___ Greatclub +3 (4)	___ Shock Greatsword +2 (6)
___ Allying Dart +1 (C)	___ Greatsword (C)	___ Shock Longbow +1 (B)
___ Bastard Sword (B)	___ Heavy Crossbow (B)	___ Shortbow (B, C)
___ Bastard Sword +1 (1)	___ Heavy Pick +1 (2)	___ Shortspears +3 (4)
___ Battleaxe (B)	___ Icy Longspear +1 (C)	___ Shortsword (B, C)
___ Dagger (B, C)	___ Light Crossbow (B, C)	___ Shortsword +1 (1)
___ Dagger +1 (1)	___ Light Crossbow +1 (2)	___ Sickle +1 (2)
___ Dancing Scimitar +2 (5)	___ Longbow (B, C)	___ Sling (B)
___ Dart (B)	___ Longbow +1 (1)	___ Spiked Chain (B)
___ Deathbane Light	___ Longspear (B)	___ Starknife (B)
___ Crossbow +1 (C)	___ Longsword (B)	___ Throwing Axe (B)
___ Dogslicer (1)	___ Longsword +1 (B)	___ Venomous Dagger +2 (3)
___ Dogslicer +1 (1)	___ Longsword +2 (3)	___ Venomous Heavy
___ Flaming Icy Axe +1 (6)	___ Mace (B)	___ Crossbow +2 (5)
___ Flaming Mace +1 (B)	___ Quarterstaff (B)	___ Vicious Trident (3)
___ Flaming Ranscur +3 (5)	___ Returning Frost Spear +2 (6)	___ War Razor +1 (2)
___ Force Sling +3 (6)	___ Returning Throwing	___ Warhammer (B, C)
___ Frost Longbow +1 (3)	___ Axe +1 (B)	___ Warhammer +1 (B)
___ Giantbane Dagger +1 (4)	___ Runechill Hatchet +2 (4)	
___ Glaive (B, C)	___ Scimitar (B, C)	
___ Greataxe (B)	___ Scythe +1 (2)	

SPELLS

___ Acid Arrow (B, C)	___ Force Missile (B)	___ Poison Blast (4)
___ Aid (B, C)	___ Frost Ray (1)	___ Raise Dead (5)
___ Arcane Armor (B)	___ Glibness (B)	___ Restoration (4)
___ Augury (B, C)	___ Guidance (B)	___ Sanctuary (B, C)
___ Bewilder (6)	___ Haste (2)	___ Scorching Ray (1)
___ Blizzard (5)	___ Holy Light (B)	___ Scrying (3)
___ Charm Person (B)	___ Incendiary Cloud (3)	___ Sign of Wrath (6)
___ Consecration (2)	___ Inflict (B, C)	___ Sleep (B)
___ Corrosive Storm (6)	___ Invisibility (B)	___ Speed (1)
___ Cure (B, C)	___ Invoke (6)	___ Strength (B, C)
___ Detect Evil (B, C)	___ Levitate (B)	___ Swipe (3)
___ Detect Magic (B)	___ Lightning Bolt (2)	___ Teleport (4)
___ Disintegrate (5)	___ Lightning Touch (B, C)	___ Toxic Cloud (2)
___ Dominate (6)	___ Major Cure (3)	___ Web (2)
___ Enfeeble (1)	___ Mass Cure (4)	
___ Fiery Weapon (1)	___ Mending (B, C)	
___ Find Traps (B, C)	___ Mirror Image (B)	

ARMORS

___ Adamantine Plate Armor (6)	___ Elven Chain Shirt (B, 1)	___ Magic Half-Plate (B, C)
___ Arrow Catching	___ Entropy Shield (6)	___ Magic Leather Armor (B, C)
___ Studded Leather (2)	___ Fortress Shield (6)	___ Magic Shield (B, C)
___ Bolstering Armor (5)	___ Greater Bolstering Armor (6)	___ Magic Studded
___ Breastplate of Fire	___ Half-Plate (B, C)	___ Leather Armor (3)
___ Resistance (4)	___ Hide Armor of Fire	___ Reflecting Shield (4)
___ Chain Mail (B, C)	___ Resistance (2)	___ Shield of Fire Resistance (1)
___ Chainmail of Cold	___ Invincible Breastplate (5)	___ Spiny Shield (3)
___ Resistance (4)	___ Leather Armor (B, C)	___ Winged Shield (5)
___ Deathbane Shield (2)	___ Lesser Bolstering Armor (4)	___ Wooden Shield (B, C)
___ Demon Armor (6)	___ Magic Chain Mail (B, C)	
___ Elven Breastplate (1)	___ Magic Full Plate (3)	

ITEMS

___ Amulet of Fiery Fists (4)	___ Bracers of Greater	___ Eyes of the Eagle (C)
___ Amulet of Fortitude (B)	___ Protection (4)	___ Greater Luckstone (4)
___ Amulet of Life (B)	___ Bracers of Protection (B)	___ Headband of
___ Amulet of Mighty Fists (C)	___ Caltraps (B)	___ Alluring Charisma (3)
___ Belt of Giant Strength (3)	___ Cape of Escape (B)	___ Headband of
___ Belt of Incredible Dexterity (3)	___ Chime of Unlocking (2)	___ Epic Intelligence (5)
___ Belt of Physical Might (6)	___ Cloak of Elvenkind (2)	___ Headband of
___ Blast Stone (B)	___ Codex (B)	___ Inspired Wisdom (4)
___ Boots of Elvenkind (B)	___ Crowbar (B)	___ Holy Candle (B)
___ Boots of Teleportation (6)	___ Crown of Charisma (C)	___ Holy Water (B)



RANZAK (WRECKER)

MALE GOBLIN RAIDER

DECK LIST (CONTINUED)

ITEMS (CONTINUED)

___ Luckstone (B)	___ Potion of Healing (B, C)	___ and Earth (4)
___ Magic Spyglass (4)	___ Potion of Hiding (B, C)	___ Staff of Minor Healing (1)
___ Masterwork Tools (B, C)	___ Potion of Ruggedness (1)	___ Thieves' Tools (B)
___ Mattock (B, C)	___ Potion of Vision (B, C)	___ Token of Remembrance (B)
___ Necklace of Fireballs (4)	___ Ring of Energy	___ Tome of Knowledge (B)
___ Potion of Energy	___ Resistance (6)	___ Wand of Force Missile (1)
___ Resistance (B)	___ Ring of Protection (2)	___ Wand of Scorching Ray (3)
___ Potion of Fortitude (B, C)	___ Sage's Journal (C)	___ Wand of Shield (1)
___ Potion of Ghostly Form (B)	___ Sihedron Ring (6)	___ Wand of Treasure
___ Potion of Glibness (B, C)	___ Spyglass (B, C)	___ Finding (5)
___ Potion of Gracefulness (1)	___ Staff of Heaven	___

ALLIES

___ Acolyte (B, C)	___ Father Zantus (B)	___ Sacred Killer (5)
___ Aldern Foxglove (1)	___ Giant Badger (3)	___ Sage (B)
___ Ameiko Kaijitsu (1)	___ Grizzled Mercenary (1)	___ Shalelu Andosana (B)
___ Archer (B)	___ Guard (B)	___ Shaman (5)
___ Ayruzi (6)	___ Guide (B)	___ Sheriff Hemlock (B)
___ Bear (4)	___ Gyukak (6)	___ Snake (C)
___ Black Arrow Ranger (3)	___ Ilsoari Gandethus (1)	___ Soldier (B, C)
___ Brodert Quink (2)	___ Jakardros Sovark (3)	___ Standard Bearer (B)
___ Burglar (B, C)	___ Lizard (4)	___ Svevenka (6)
___ Cat (3)	___ Maester Grump (2)	___ Toad (1)
___ Charmed Red Dragon (4)	___ Mayor Kendra Deverin (B)	___ Troubadour (B, C)
___ Clockwork Librarian (4)	___ Merchant (2)	___ Vale Temros (3)
___ Conna the Wise (4)	___ Monkey (3)	___ Velociraptor (5)
___ Crow (B, C)	___ Morgiv (6)	___ Ven Vinder (1)
___ Cyrdak Drokus (1)	___ Mountaineer (6)	___ Yap the Pixie (3)
___ Dog (C)	___ Night Watch (B)	___ Zuvuzeg (5)
___ Eagle (4)	___ Pyromaniac Mage (5)	___
___ Elven Sharpshooter (5)	___ Sabretooth Tiger (C)	___

NOTES



LOOT

___ Chellan, Sword of Greed (6)	___ Medusa Mask (2)	___ Sihedron Tome (6)
___ Emerald Codex (4)	___ Mokmurian's Club (4)	___ Snakeskin Tunic (2)
___ Fanged Falchion (5)	___ Ordikon's Staff (5)	___ Staff of Hungry Shadows (5)
___ Headband of Vast Intelligence (3)	___ Revelation Quill (5)	___ Summon Monster (5)
___ Impaler of Thorns (2)	___ Robe of Runes (4)	___ Wand of Enervation (3)
___ Karzoug's Burning Glaive (6)	___ Robes of Xin-Shalast (6)	___
___	___ Runeforged Weapons (5)	___
___	___ Sihedron Medallion (1, 2, 3)	___

BLESSINGS

___ Blessing of Abadar (2)	___ Blessing of Iomedae (B, C)	___ Blessing of Sarenrae (B, C)
___ Blessing of Calistria (B, C)	___ Blessing of Irori (B, C)	___ Blessing of Shelyn (B, C)
___ Blessing of Desna (B, C)	___ Blessing of Lamashtu (1)	___ Blessing of the Gods (B, C)
___ Blessing of Erastil (B, C)	___ Blessing of Nethys (6)	___ Blessing of Torag (B, C)
___ Blessing of Gorum (B, C)	___ Blessing of Norgorber (3)	___
___ Blessing of Gozreh (4)	___ Blessing of Pharasma (B, C)	___
