



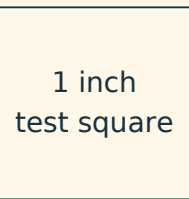
The Vault Guardian

A complete starter for one Guide and 2–4 Heroes. Match six relics, open the Vault, defeat its final Guardian and escape with the treasure.

1 Print one edition

Print all 28 pages on US Letter, single-sided, at Actual Size / 100%. Keep every page whole except the relics on page 27 and Defense pieces on page 28. No card folding, gluing or poster assembly. See the sample layout on page 2. Check the 1-inch test square below.

- | | |
|--------------|---|
| 1-12 | Setup, all shared rules and private Guide reference |
| 13-20 | Four Hero references: two whole pages per Hero |
| 21-26 | Six clue paintings: keep the complete pictures visible |
| 27-28 | Cut these two sheets only: six relics and 68 Defense pieces |



1 inch
test square

2 Choose Heroes and gather supplies

Two Heroes: Pippa and Orin are a useful starting pair. Add Mara for three, then Virnoc for four. Other Hero combinations are allowed. Keep each Hero's front and back pages together and set unused Heroes aside.

For 2 / 3 / 4 Hero players

- 3 / 4 / 5 floor targets, including one for the Guardian
- 3 / 4 / 5 separate READY supplies and USED places
- Pencils with erasers for the players and Guide; scissors; tape

For each target, use a hula hoop or five blank sheets taped into a cross (15 / 20 / 25 blank sheets total). Use one rolled sock or loose paper ball for safe tosses. Prepare six reachable, stable pedestal surfaces, a Vault treasure spot and one safe household object as the treasure.

Recommended carry challenge: two 16 oz plastic cups for one active carrier; add a pair for each additional simultaneous carrier. Cups, bags or another fair unseen method can hold Defense pieces. Bags are optional. Use the same material and feel for all draw pieces.



GUIDE SETUP • Sample layout
Six paintings • Six paper relics • Example setup, not a new sight rule

Painting + pedestal

Cup + paper relic

Vault

Start

Exit

Guardian patrol route

Illustrative spotting area
along patrol

Plastic cups
base-to-base
paper in upper cup

Use actual line of sight and agreed cover. Keep real exits and carrying paths clear.

Adapt this example to your room. Keep walking routes and real exits clear.

Setup instructions: page 3 | Sample only - not a measured sight rule

2 / 28



Set out your real space

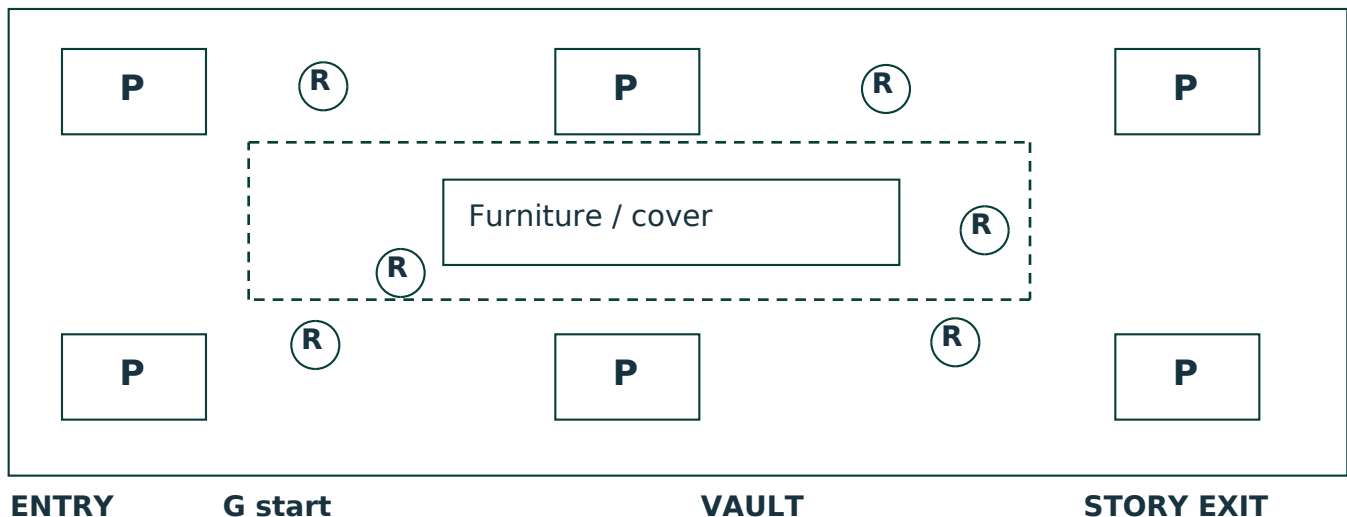
The Guide prepares the scene. Players walk and carry in the real room; the drawing is only an example.

3 Cut and sort the game pieces

Cut six relic outlines on page 27; leave each as one flimsy paper layer, with no backing. Cut the 68 equal Defense squares on page 28, not their symbols. Give each Hero their listed ordinary pieces. Guardian gets $N+1$ Life, Armor, Dodge and Wild (N = Hero count). Set TEMP and unused pieces aside. Start ordinary Defense and reusable Skills READY, with 0 PWR and all use checks clear.

4 Place clues and mark the scene

Put one whole painting beside each pedestal. Scatter the six relics away from their correct matches. Record their original starts on page 11. Choose an entry, Vault, fictional exit and Guardian start. Use furniture as agreed cover and choose a slow patrol route. Keep real exits clear.



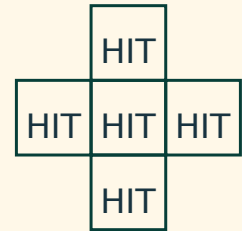
P = painting + pedestal. R = a separate relic start. Dashed line = example patrol. These are layout marks, not puzzle answers. Adapt the room; leave clear walking and carrying paths.



Make targets and rehearse

5 Make targets and rehearse

Put a name at the center of each whole floor target; that center is the creature's game position, not the player's body. Every sheet in a cross is HIT, including its center; a toss inside a hoop or touching its rim is HIT. Move the whole target with its creature. Agree one shared Step; about 3 feet is an optional default, not a requirement. Measure support and trigger distances from your target center to the other target's nearest edge.



Everyone walks the paths and tries one soft toss and one carry. Clear people from the targets and throwing path. Never throw at people, animals or fragile objects. Anyone may call Pause. Never climb, run or physically push anyone.

Use your selected Heroes' totals plus N+1 of each type for the Guardian. Keep TEMP aside until granted. For face-down draws use identical opaque backs; or look away while mixing and drawing from a cup. Never choose a piece by type. Never back the relics.

This is the simple starter selection. Its rules and reduced Hero abilities are all here. Extra abilities, magic-item rewards, decoy paintings and large illustrated targets are not part of this version. Do not mix in cards from the larger pack.

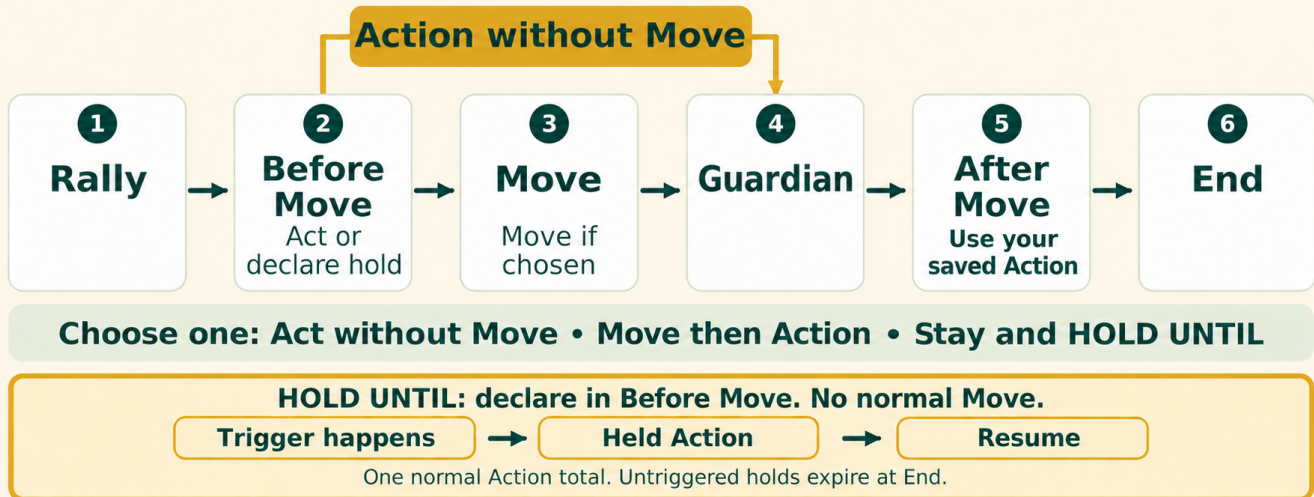


Take a round together

Before the Guardian spots someone, explore freely. In combat, use this six-part order.

ONE ROUND • SIX STEPS

Each Hero chooses one Action path.



- 1 Each creature chooses: gain 1 Power (PWR), OR return one eligible USED reusable Skill to READY. Normal Rally never restores Defense. Clear once-per-round checks.
- 2 A Hero may spend their normal Action now and stay, or declare HOLD UNTIL and stay. You cannot take a normal Action and then normal Move. See HOLD UNTIL on page 6.
- 3 Heroes who saved their Action for AFTER MOVE may move up to 2 shared Steps, including choosing not to move.
- 4 The Guide moves the Guardian up to 1 Step, then uses one normal Action. After the Vault opens its normal Move is up to 3 Steps. Advance has its own separate movement.
- 5 Heroes who saved their normal Action for this phase may use it now. Each Hero still gets only one normal Action this round.
- 6 Finish end-of-round effects. An unused held Action expires. There is no extra Action, healing or Defense reset.



Action, attack and recovery

All basic attacks are HARM 1, cost 0 PWR and use one normal Action. HARM means damage.

HOLD UNTIL • a Hero option

Before Move, name a specific observable trigger, the Action and its target or target-selection condition. Commit your normal Action and do not take normal Move this round. When the trigger happens, pause and check all the Action's requirements. If legal, resolve it immediately, then continue the interrupted activity if possible.

Pay costs and apply the actual READY or USED rule only when it executes. No execution means no cost or state change. Lose an unused hold at End unless an explicit rule says otherwise. Holding gives no extra Action and is not automatically a Response. The Guardian has no held Action.

Make one attack

Choose a visible enemy and declare a melee or ranged attack. Never attack through cover or target a hidden creature. No attack distance is listed in this starter. Both use one underhand soft toss at the enemy's floor target from the agreed safe place beside your own target. A toss resting in or touching a marked target is HIT; outside is MISS. Pause to retrieve it; retrieving does not move your Hero in the game. A MISS still spends the Action and committed costs.

When a Guardian is defeated

That fight ends. Restore all Heroes' ordinary Defense to starting totals, ready reusable Skills and renew once-per-combat uses. Set PWR to 0 and remove leftover TEMP. At the start of the next fight, add any TEMP pieces the Hero sheets say to add then. Hiding, search, patrol and opening the Vault do not earn this reset. See page 12 for the final transition. This does not restore Pippa's once-per-Full-Rest check repeat.



Defense, TEMP and Actions

On a HIT draw one Defense piece

The defender draws one eligible READY piece at random, without seeing or choosing it. Resolve that piece below. Keep READY and USED separate; each player manages their own supply, and the Guide manages the Guardian. Mix well. Multi-draw replacements follow the Skill's exact return instructions.

Life, Armor or Dodge Move that drawn ordinary piece to USED. It takes HARM 1.

Wild Move it to USED for this fight. It prevents ordinary HARM.

Granted TEMP It prevents ordinary HARM, then is removed instead of going to USED.

TEMP and Knocked Out

Add a granted TEMP piece to that creature's READY draw supply. TEMP is not ordinary Life. A Guardian with no READY ordinary Life is defeated. A Hero with no READY ordinary Life is Knocked Out, even if TEMP remains: no Actions, Move, Responses or self-healing. An ally can restore ordinary Life with a legal healing Skill. The Hero resumes only opportunities still available this round; no extra Action or turn. Healing never exceeds starting ordinary Life.

Your Action, responses and Power

A basic attack or an ACTION Skill spends your one normal Action. A RESPONSE or FOLLOW-UP uses only its printed trigger, cost and limit; it is not a second normal Action. Picking up or placing a relic costs no Action. Record your current PWR in pencil; gain or spend it only when a rule says. Start at 0 PWR. To use a Skill you need its legal trigger and target, an available use and enough PWR to pay. READY alone is not enough; PWR cannot go below 0.



Guide run the quest

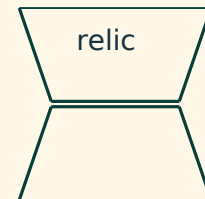
Say: “Each picture hides a shape. Carry the matching relic to its pedestal. Match all six to open the Vault. Then defeat its final Guardian and escape with the treasure.”

6 Teach the carry test

Recommended: put two plastic cups bottom-to-bottom, lower cup upside down and upper cup upright. Put one flimsy relic in the upper cup. Balance the lower cup on your palm, or hold only the lower cup for an easier test. Touch neither the upper cup nor the relic while carrying. Set the equipment down safely to load or unload. Pickup and placement cost no Action.

No cups? The Guide may use another tested household balancing challenge, such as a loose paper sheet on an unbreakable plate.

Demonstrate it first and agree what counts as a touch or drop. No glass, breakables or sharp utensils. Use the same agreed challenge for everyone.



hold here

Use the agreed careful-carry test on page 8. A relic can rest on any pedestal, but only its hidden-shape match counts. The Guide keeps all original starts on page 11.

When a relic is placed correctly, the Guide says it locks into place. Leave that relic on its pedestal. If the placement is incorrect, the Guide may return it to its recorded starting location or let the Heroes carry it to another pedestal using the agreed carry test.

A carry mistake alerts the Guardian

Touching the upper cup or relic, dropping the relic, or the upper cup falling: pause and reload safely, without recovery. The Guardian investigates that place. The alert does not reveal hidden Heroes or start or reset combat by itself. Use normal spotting.



Spot, pursue, search, patrol

Spot pursue search patrol

Use the Guardian's actual view, not the Guide's private knowledge of hidden Heroes. Before combat, players move freely while the Guardian slowly patrols. Spot a Hero and start rounds. Before a new fight begins, each time Pippa is spotted, look away for one second, then back: hidden now, let her go; still visible, start rounds. This chance does not renew during patrol or search in the same unfinished fight.

Pursue and attack only on legal turns; spotting grants no extra attack and hiding grants no extra move. Lose sight of everyone? Check the last place a Hero was seen, then scan in a full circle. Spot someone: resume pursuit. Nobody: return to patrol and pause rounds. Resume free movement and exploration. Combat rounds are paused, but the fight has not reset. Next spotting resumes at the next round's normal Rally. No extra Rally income while paused; no recovery or repeat of TEMP added at the fight's start.

Return a misplaced relic safely

Before the Vault opens, retrieve a visible moved relic only when no Hero is visible. Leave correct matches alone. First reach it; retrieval uses the Guardian's normal Action during rounds, or resolves during free patrol. Pause while the player sets down the equipment safely, then return the relic to its recorded start. Never grab from a player. Correctly matched relics stay locked; incorrect placements follow the Guide's choice.



The Guardian reference

One Guardian only. Its starting and maximum ordinary Life is $N+1$, where N is the number of Hero players, not the Guide.

2 Heroes

3 L 3 A 3 D 3 W

12 ordinary pieces

3 Heroes

4 L 4 A 4 D 4 W

16 ordinary pieces

4 Heroes

5 L 5 A 5 D 5 W

20 ordinary pieces

Start and Rally

Start with 0 PWR and Advance READY. Normal Move is up to 1 Step before the Vault opens, up to 3 Steps after the final reform. At Rally gain 1 PWR OR ready Advance. Rally does not restore Defense. Write current PWR: _____
Advance: ☐ READY ☐ USED

Normal Action choose one

Basic attack: one melee or ranged attack, HARM 1, 0 PWR. Make one soft toss at a Hero's floor target; it can MISS. No listed attack distance. Or use Advance below. Returning a misplaced relic is another Action when its conditions on page 9 are met.

Advance • 1 Action • 1 PWR • becomes USED

1. Check. Choose an unbroken legal path exactly 1 Step long, ending where the Guardian can make a legal melee attack.
2. Commit. Spend its one normal Action and 1 PWR; mark Advance USED. This movement is separate from normal Move.
3. Move. Go exactly 1 Step. Then check that the Guardian can still act and the chosen target is alive and a legal target.
4. Attack. Make one basic melee HARM 1 attack. Mara may Interpose; resolve the attack against its actual defender.
5. Push on HIT. Orin is not pushed; otherwise move that defender 1 Step directly away, respecting obstacles. Never physically push a person. Do not automatically move a newly Knocked Out defender.



Guide answers and early reform

Keep the interruption rules

A movement stop or defeat cancels unfinished Advance without a refund. A defeated Guardian cannot act; reforming gives no extra turn or attack. A MISS does not push. A HIT protected by Wild or TEMP still pushes unless Orin is the defender. Mara can be pushed after Interpose. The push adds no HARM. Finish Advance before resolving Skills triggered by completing its movement; a declared held Action still resolves when its declared trigger occurs.

An early defeat

After Heroes receive the page 6 reset, reform at the original start with N+1 of each ordinary Defense type (N = Hero count), PWR 0, Advance READY and normal Move 1 Step. When the next fight begins, follow each Hero's TEMP reminder. Final reform: page 12.

Record relic starts before play. Never label pedestals with answers. Offer an area hint, then a detail, before giving the answer.

Goat → Triangle Start: _____

Triangular rock patch on the upper-middle mountain.

Owl → Square Start: _____

Rear window high in the middle of the stone wall.

Bee → Hexagon Start: _____

Large honeycomb cell at the upper right in the hollow tree.

Feather → Rectangle Start: _____

Full book cover at the lower right of the desk.

Fish → Circle Start: _____

Complete stone rim around the central garden pool.

Moon → 12-point star Start: _____

Small inset on the lower-left pedestal beneath the armillary sphere.

Guardian start: _____ Vault: _____

Fictional exit: _____ Shared Step: _____



Guide finale

All six match open the Vault

Say “The Vault opens!” It stays open. Pause to announce the treasure. This pause gives no free healing, recovery, Rally, Hero movement or Action. Set the household treasure safely beside the Vault during the final fight.

Form the final Guardian

Reform one fresh Guardian at the fictional exit whether the old one was active or defeated. Restore N+1 of each ordinary Defense type, set PWR 0, Advance READY and normal Move 3 Steps. There is still only one Guardian. It blocks the story escape, never a real exit.

If a fight is still underway: Heroes keep their current Defense, TEMP, Skill uses and PWR. Reforming gives Heroes no reset and no new TEMP for starting a fight.

If the last fight ended in a defeat and no new fight began: Heroes already received the reset; when this new fight starts, follow each Hero’s TEMP reminder.

If no fight began yet: this is the Heroes’ first fight; follow each Hero’s TEMP reminder when it starts.

Win: the final Guardian defeat ends reformation. Take the treasure and leave through the fictional exit.

All Heroes Knocked Out? Pause and record the result; agree any retry. There is no automatic free reset.



Pippa Quickstep

Halfling Rogue • Stay elusive and change one unlucky Defense draw.

Your ordinary Defense

- 3** Life
- 1** Armor
- 5** Dodge
- 2** Wild

Current PWR: _____

Start 0. Write and erase the current total.



Move and make one basic attack

Normal Move: up to 2 shared Steps. Basic attack: one Action, 0 PWR, HARM 1. Choose a melee or ranged attack, then make one safe soft toss at the enemy's target. No attack distance is listed. A MISS still uses the Action. Both attacks use the same Defense draw.

At the start of a new fight

You do not add TEMP when a new fight starts.

Keep your own record

Keep READY and USED Defense separate and track your own PWR in pencil. Use the two Skills on your back page. READY means available, but printed limits still apply. Do not add abilities from the larger Hero kit to this starter.

Once per Full Rest, repeat one failed check. The second result stands.

☐ Ancestry retry used. Restore only after a Full Rest.



Pippa Quickstep

Two starter Skill blocks. Keep this whole page with your front page; no cutting or folding.

Slip Away

RESPONSE • 0 PWR • USED • ONCE PER ROUND

When an enemy finishes moving within 1 Step of you, move yourself 1 Step away to a legal position. This grants no attack.

Slip Away: ☐ READY ☐ USED This round: ☐ used

Stack the Odds

FOLLOW-UP • 1 PWR • STAYS READY • ONCE PER ATTACK

After an enemy draws a Defense piece against your successful attack, put that piece back and draw one replacement. The replacement stands and cannot be replaced again by this use.

Stack the Odds stays READY. Pay 1 PWR for each legal use.

Your next Rally

Rally can gain the 1 PWR you need for Stack the Odds, or ready Slip Away after it is USED. Choose based on what you need next.

Remember

Before a new fight begins, Pippa has the one-second hiding chance on page 9. It does not renew during same-fight patrol, and is not automatic success.

Between fights: only a Guardian defeat gives the page 6 reset. Set PWR 0, restore ordinary Defense, ready reusable Skills, renew combat uses and clear leftover TEMP. When the next fight begins, follow your Hero's TEMP reminder. Opening the Vault during an unfinished fight does not reset you.

Ancestry retry: Not a missed attack toss; Rally and defeating the Guardian do not restore this use.



Orin Sunforge

Dwarf Cleric • Restore ordinary Life and give one temporary protection.

Your ordinary Defense

- 4** Life
- 4** Armor
- 1** Dodge
- 2** Wild

Current PWR: _____

Start 0. Write and erase the current total.



Move and make one basic attack

Normal Move: up to 2 shared Steps. Basic attack: one Action, 0 PWR, HARM 1. Choose a melee or ranged attack, then make one safe soft toss at the enemy's target. No attack distance is listed. A MISS still uses the Action. Both attacks use the same Defense draw.

At the start of a new fight

Keep the Orin-grant TEMP Armor aside until Blessing of Protection grants it.

Keep your own record

Keep READY and USED Defense separate and track your own PWR in pencil. Use the two Skills on your back page. READY means available, but printed limits still apply. Do not add abilities from the larger Hero kit to this starter.

Orin cannot be physically force-moved. See your back page.



Orin Sunforge

Two starter Skill blocks. Keep this whole page with your front page; no cutting or folding.

Healing Light

ACTION • 0 PWR • USED

Choose yourself or one willing ally within 2 Steps. Return one USED ordinary Life to READY.

Healing Light: ☐ READY ☐ USED

Blessing of Protection

ACTION • 1 PWR • ONCE PER COMBAT

Choose yourself or one willing ally within 2 Steps. That Hero gains 1 TEMP Armor until it is used. Add it to their READY supply.

Blessing this combat: ☐ used

Your next Rally

Rally can ready Healing Light, or gain 1 PWR for Blessing of Protection. Blessing's once-per-combat limit does not renew at Rally.

Remember

You can heal an ally who is Knocked Out. Restoring ordinary Life ends it, but gives no extra Action or turn. You cannot heal yourself while Knocked Out.

Between fights: only a Guardian defeat gives the page 6 reset. Set PWR 0, restore ordinary Defense, ready reusable Skills, renew combat uses and clear leftover TEMP. When the next fight begins, follow your Hero's TEMP reminder. Opening the Vault during an unfinished fight does not reset you.

Orin cannot be physically pushed, pulled, knocked down or otherwise force-moved. No RESIST draw is required. Resolve the attack and any HARM normally. He may still move voluntarily.



Mara Brightshield

Human Paladin • Step in for a friend and restore ordinary Life.

Your ordinary Defense

- 4** Life
- 5** Armor
- 0** Dodge
- 3** Wild

Current PWR: _____

Start 0. Write and erase the current total.



Move and make one basic attack

Normal Move: up to 2 shared Steps. Basic attack: one Action, 0 PWR, HARM 1. Choose a melee or ranged attack, then make one safe soft toss at the enemy's target. No attack distance is listed. A MISS still uses the Action. Both attacks use the same Defense draw.

At the start of a new fight

At the start of a new fight, your shield adds 1 TEMP Armor at no Action or PWR cost. Remove it when used; it does not return during that fight.

Keep your own record

Keep READY and USED Defense separate and track your own PWR in pencil. Use the two Skills on your back page. READY means available, but printed limits still apply. Do not add abilities from the larger Hero kit to this starter.



Mara Brightshield

Two starter Skill blocks. Keep this whole page with your front page; no cutting or folding.

Interpose

RESPONSE • 0 PWR • USED • ONCE PER ROUND

When an ally within 1 Step is targeted by a single-target attack, move up to 1 Step into a valid interposing position and become the target. The attack resolves normally against you.

Interpose: ☐ READY ☐ USED This round: ☐ used

Lay on Hands

ACTION • 1 PWR • STAYS READY

Choose yourself or one willing ally within 1 Step. Return one USED ordinary Life to READY.

Lay on Hands stays READY. Pay 1 PWR for each legal use.

Your next Rally

Rally can ready Interpose, or gain 1 PWR for Lay on Hands. You cannot protect everyone at once: Interpose still has its once-per-round limit.

Remember

Your 3 Wild already include your Human bonus. Do not add another. Restoring ordinary Life revives an ally without extra turns; you cannot self-heal while Knocked Out.

Between fights: only a Guardian defeat gives the page 6 reset. Set PWR 0, restore ordinary Defense, ready reusable Skills, renew combat uses and clear leftover TEMP. When the next fight begins, follow your Hero's TEMP reminder. Opening the Vault during an unfinished fight does not reset you.



Virnoc Flintmorrow

Half-Orc Barbarian • Build Power while raging, then push with Smash Through.

Your ordinary Defense

- 5 Life**
- 2 Armor**
- 2 Dodge**
- 2 Wild**

Current PWR: _____

Start 0. Write and erase the current total.



Move and make one basic attack

Normal Move: up to 2 shared Steps. Basic attack: one Action, 0 PWR, HARM 1. Choose a melee or ranged attack, then make one safe soft toss at the enemy's target. No attack distance is listed. A MISS still uses the Action. Both attacks use the same Defense draw.

At the start of a new fight

At the start of a new fight, add 1 TEMP Life. Remove it when used. It is not ordinary Life and cannot keep you active with no READY ordinary Life.

Keep your own record

Keep READY and USED Defense separate and track your own PWR in pencil. Use the two Skills on your back page. READY means available, but printed limits still apply. Do not add abilities from the larger Hero kit to this starter.



Virnoc Flintmorrow

Two starter Skill blocks. Keep this whole page with your front page; no cutting or folding.

Rage and Pain Feeds Fury

BEFORE ACTION • 0 PWR • RAGE ONCE PER COMBAT

Use Rage before your Action to become RAGING until this combat ends. While RAGING, once each round after you suffer HARM, gain 1 PWR.

Rage this combat: ☐ used Pain Feeds Fury this round: ☐ used

Smash Through

FOLLOW-UP • 1 PWR • USED • REQUIRES RAGING

After your melee attack HITS, push the enemy 1 Step, stopping at a solid obstacle or another creature. Never physically push a person.

Smash Through: ☐ READY ☐ USED

Your next Rally

Rally can gain 1 PWR or ready Smash Through. Pain Feeds Fury is a separate once-per-round gain while RAGING, not a bonus every time you take HARM.

Remember

Smash Through follows a melee HIT, not a ranged HIT. A protected HIT may still push.

Between fights: only a Guardian defeat gives the page 6 reset. Set PWR 0, restore ordinary Defense, ready reusable Skills, renew combat uses and clear leftover TEMP. When the next fight begins, follow your Hero's TEMP reminder. Opening the Vault during an unfinished fight does not reset you.

Clue painting 1 of 6



Keep this page whole. Place beside one safe pedestal. Keep the entire picture visible.



Clue painting 2 of 6



Keep this page whole. Place beside one safe pedestal. Keep the entire picture visible.



Clue painting 3 of 6



Keep this page whole. Place beside one safe pedestal. Keep the entire picture visible.



Clue painting 4 of 6



Keep this page whole. Place beside one safe pedestal. Keep the entire picture visible.



Clue painting 5 of 6



Keep this page whole. Place beside one safe pedestal. Keep the entire picture visible.



Clue painting 6 of 6



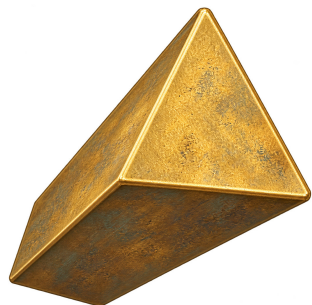
Keep this page whole. Place beside one safe pedestal. Keep the entire picture visible.



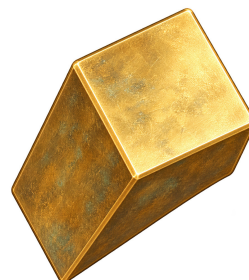


Six flimsy relics

Cut the six dashed outer rectangles. Ordinary paper only: no backing, laminating or stiffening.



Triangle



Square



Hexagon



Rectangle



Circle



12-point star

Defense pieces



Cut 68 equal squares. Stock for all four Heroes plus the Guardian: 65 ordinary pieces and 3 TEMP.

 LIFE	 LIFE	 LIFE	 LIFE	 LIFE	 LIFE	 LIFE	 LIFE
 LIFE	 LIFE	 LIFE	 LIFE	 LIFE	 LIFE	 LIFE	 LIFE
 LIFE	 LIFE	 LIFE	 LIFE	 ARMOR	 ARMOR	 ARMOR	 ARMOR
 ARMOR	 ARMOR	 ARMOR	 ARMOR	 ARMOR	 ARMOR	 ARMOR	 ARMOR
 ARMOR	 ARMOR	 ARMOR	 ARMOR	 DODGE	 DODGE	 DODGE	 DODGE
 DODGE	 DODGE	 DODGE	 DODGE	 DODGE	 DODGE	 DODGE	 DODGE
 WILD	 WILD	 WILD	 WILD	 WILD	 WILD	 WILD	 WILD
 WILD	 WILD	 WILD	 WILD	 WILD	 TEMP LIFE Virnoc	 TEMP ARMOR Mara	 TEMP ARMOR Orin grant
 LIFE	 ARMOR	 DODGE	 WILD	Stock: 21 Life, 17 Armor, 13 Dodge, 14 Wild; TEMP: 1 Life, 2 Armor.			