



Alisdair



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Wolfear	Mystik Caverns	
Saber	Dragon's Tale	
Cole	Madoc's Keep	
Saladin	Serpent's Hollow	
Sev	Midgard	
Amdair	Valley of the Twin Rivers	
Goradorth	Mystik Caverns	
Seraph	Madoc's Keep	
Kenshin	Knight's Rest	
Hulk Von Smash	Black Marsh	
Glutton	Serpent's Hollow	
Duo	Gryphon's Perch	
Haliar	Madoc's Keep	
Neon	Mountain of the Sixth Dawn	



Amdair

Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Seraph	Madoc's Keep	
Yorick	Midgard	
Arsenal	Grim Garrison	
Lando	Satyr's Crossing	
Madness	Grim Garrison	
Eir	Grim Garrison	
Yark	Goblins Hollow	
Alisdair	Grim Garrison	
TalcusPyre	Satyr's Crossing	
Manama	Valley by the Coast	
Hulk Von Smash	Black Marsh	
Raten	Emerald Glades	
Wolfear	Mystik Caverns	
Goradorth	Mystik Caverns	



Argh me matey



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Bane Xylore	Valley of the Twin Rivers	
Grr Argson	Grim Garrison	
Glutton	Serpent's Hollow	
Seraph	Madoc's Keep	
Kenshin	Knight's Rest	
Yark	Goblins Hollow	
Flail Snail	Emerald Glades	
Khelos	Thee Night's Legacy	
Perditus	Blackfire Valley	
Haliar	Madoc's Keep	
Solaire	Madoc's Keep	
Lando	Satyr's Crossing	
Astro	Valley of the Twin Rivers	
Arsenal	Grim Garrison	



Arsenal



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Atlas Everdeen	Satyr's Crossing	
Amdair	Valley of the Twin Rivers	
Wolfear	Mystik Caverns	
Sevin	Madoc's Keep	
Perditus	Blackfire Valley	
Haliax	Madoc's Keep	
Farley	Gryphon's Perch	
Kavik	Twilight Peak	
Vealman	Satyr's Crossing	
TalcusPyre	Satyr's Crossing	
Gale	Valley of the Twin Rivers	
Neon	Mountain of the Sixth Dawn	
Gargha	Dragon's Tale	
Argh me matey	Gryphon's Perch	



Astro



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Freya	Dragon's Tale	
Goradorth	Mystik Caverns	
GreedShen	Blackfire Pass	
Seraph	Madoc's Keep	
Khelos	Thee Night's Legacy	
Lumi	Gryphon's Perch	
Atreides	Grim Garrison	
Gargha	Dragon's Tale	
Raten	Emerald Glades	
Saber	Dragon's Tale	
Perditus	Blackfire Valley	
Yark	Goblins Hollow	
Argh me matey	Gryphon's Perch	
Money	Ivory Tower	



Atlas Everdeen



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Glutton	Serpent's Hollow	
Arsenal	Grim Garrison	
Solaire	Madoc's Keep	
Sev	Midgard	
Kraiton	Thee Night's Legacy	
GreedShen	Blackfire Pass	
Saladin	Serpent's Hollow	
Cole	Madoc's Keep	
Freya	Dragon's Tale	
Pittacus	Mystik Caverns	
Kaio	Valley by the Coast	
Goradorth	Mystik Caverns	
Manama	Valley by the Coast	
Raten	Emerald Glades	



Atreides



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Perditus	Blackfire Valley	
Snapdragon	Port of Winter's Night	
Bolt	Valley of the Twin Rivers	
Duran	Haven	
Bane Xylore	Valley of the Twin Rivers	
Vealman	Satyr's Crossing	
Astro	Valley of the Twin Rivers	
Hulk Von Smash	Black Marsh	
Gargha	Dragon's Tale	
Lumi	Gryphon's Perch	
Kaio	Valley by the Coast	
TalcusPyre	Satyr's Crossing	
Farley	Gryphon's Perch	
Haliax	Madoc's Keep	



Bane Xylore



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Kenshin	Knight's Rest	
Argh me matey	Gryphon's Perch	
Kraiton	Thee Night's Legacy	
Haliar	Madoc's Keep	
Atreides	Grim Garrison	
Money	Ivory Tower	
Goradorth	Mystik Caverns	
Duran	Haven	
Yark	Goblins Hollow	
Cole	Madoc's Keep	
Khelos	Thee Night's Legacy	
TalcusPyre	Satyr's Crossing	
Freya	Dragon's Tale	
Vealman	Satyr's Crossing	



Blade



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Zander	Port of Winter's Night	
Wolfear	Mystik Caverns	
Seraph	Madoc's Keep	
Ralof	Port of Winter's Night	
Perditus	Blackfire Valley	
Kaio	Valley by the Coast	
Yorick	Midgard	
GreedShen	Blackfire Pass	
Grr Argson	Grim Garrison	
Khelos	Thee Night's Legacy	
Sev	Midgard	
Kenshin	Knight's Rest	
Saladin	Serpent's Hollow	
TalcusPyre	Satyr's Crossing	



Bolt



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Solaire	Madoc's Keep	
Godric	Grim Garrison	
Atreides	Grim Garrison	
Viper	Madoc's Keep	
Saladin	Serpent's Hollow	
Khelos	Thee Night's Legacy	
Wolfear	Mystik Caverns	
Neon	Mountain of the Sixth Dawn	
Zander	Port of Winter's Night	
Eir	Grim Garrison	
Vealman	Satyr's Crossing	
Sevin	Madoc's Keep	
Lumi	Gryphon's Perch	
GreedShen	Blackfire Pass	



Cannon



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Godric	Grim Garrison	
Duran	Haven	
Flail Snail	Emerald Glades	
Lando	Satyr's Crossing	
Solaire	Madoc's Keep	
Kavik	Twilight Peak	
Money	Ivory Tower	
Seraph	Madoc's Keep	
Lumi	Gryphon's Perch	
TalcusPyre	Satyr's Crossing	
Cole	Madoc's Keep	
Freya	Dragon's Tale	
Haliar	Madoc's Keep	
Midnight	Port of Winter's Night	



Cole



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Ralof	Port of Winter's Night	
Saladin	Serpent's Hollow	
Hulk Von Smash	Black Marsh	
Alisdair	Grim Garrison	
Grr Argson	Grim Garrison	
Farley	Gryphon's Perch	
TalcusPyre	Satyr's Crossing	
Atlas Everdeen	Satyr's Crossing	
Goradorth	Mystik Caverns	
Bane Xylore	Valley of the Twin Rivers	
Cannon	Knoblends	
Khelos	Thee Night's Legacy	
Eir	Grim Garrison	
Pittacus	Mystik Caverns	



Dedsune



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Yorick	Midgard	
Sevin	Madoc's Keep	
Raten	Emerald Glades	
Gale	Valley of the Twin Rivers	
Vealman	Satyr's Crossing	
Gargha	Dragon's Tale	
Freya	Dragon's Tale	
Kraiton	Thee Night's Legacy	
Lando	Satyr's Crossing	
Kavik	Twilight Peak	
GreedShen	Blackfire Pass	
Kenshin	Knight's Rest	
Madness	Grim Garrison	
Flail Snail	Emerald Glades	



Duo



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Pittacus	Mystik Caverns	
Gale	Valley of the Twin Rivers	
Vealman	Satyr's Crossing	
Hulk Von Smash	Black Marsh	
Glutton	Serpent's Hollow	
Neon	Mountain of the Sixth Dawn	
Yark	Goblins Hollow	
Sev	Midgard	
Viper	Madoc's Keep	
Snapdragon	Port of Winter's Night	
Alisdair	Grim Garrison	
Gargha	Dragon's Tale	
Eir	Grim Garrison	
Kaio	Valley by the Coast	



Duran



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
GreedShen	Blackfire Pass	
Cannon	Knoblands	
Madness	Grim Garrison	
Atreides	Grim Garrison	
Yark	Goblins Hollow	
Pittacus	Mystik Caverns	
Godric	Grim Garrison	
Bane Xylore	Valley of the Twin Rivers	
Sevin	Madoc's Keep	
Zander	Port of Winter's Night	
Flail Snail	Emerald Glades	
Sev	Midgard	
Perditus	Blackfire Valley	
Seraph	Madoc's Keep	



Eir



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Pittacus	Mystik Caverns	
Midnight	Port of Winter's Night	
Hulk Von Smash	Black Marsh	
Money	Ivory Tower	
Amdair	Valley of the Twin Rivers	
Gale	Valley of the Twin Rivers	
Saber	Dragon's Tale	
Saladin	Serpent's Hollow	
Glutton	Serpent's Hollow	
Bolt	Valley of the Twin Rivers	
Snapdragon	Port of Winter's Night	
Cole	Madoc's Keep	
Duo	Gryphon's Perch	
Vealman	Satyr's Crossing	



Farley



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Sev	Midgard	
Kraiton	Thee Night's Legacy	
Ralof	Port of Winter's Night	
Gale	Valley of the Twin Rivers	
Cole	Madoc's Keep	
Sevin	Madoc's Keep	
Raten	Emerald Glades	
Arsenal	Grim Garrison	
GreedShen	Blackfire Pass	
Goradorth	Mystik Caverns	
Zander	Port of Winter's Night	
Saber	Dragon's Tale	
Yorick	Midgard	
Atreides	Grim Garrison	



Flail Snail



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Vealman	Satyr's Crossing	
Viper	Madoc's Keep	
Cannon	Knoblends	
Goradorth	Mystik Caverns	
Sev	Midgard	
Kenshin	Knight's Rest	
Argh me matey	Gryphon's Perch	
Godric	Grim Garrison	
Manama	Valley by the Coast	
Duran	Haven	
Pittacus	Mystik Caverns	
Madness	Grim Garrison	
Midnight	Port of Winter's Night	
Dedsune	Gryphon's Perch	



Freya



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Lando	Satyr's Crossing	
Astro	Valley of the Twin Rivers	
Saladin	Serpent's Hollow	
Khelos	Thee Night's Legacy	
Kaio	Valley by the Coast	
Kavik	Twilight Peak	
Manama	Valley by the Coast	
Snapdragon	Port of Winter's Night	
Dedsune	Gryphon's Perch	
Atlas Everdeen	Satyr's Crossing	
Grr Argson	Grim Garrison	
Lumi	Gryphon's Perch	
Cannon	Knoblends	
Bane Xylore	Valley of the Twin Rivers	



Gale



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Kraiton	Thee Night's Legacy	
Sev	Midgard	
Duo	Gryphon's Perch	
Farley	Gryphon's Perch	
Dedsune	Gryphon's Perch	
Eir	Grim Garrison	
Money	Ivory Tower	
Kaio	Valley by the Coast	
Yorick	Midgard	
Arsenal	Grim Garrison	
Raten	Emerald Glades	
Pittacus	Mystik Caverns	
Solaire	Madoc's Keep	
Viper	Madoc's Keep	



Gargha



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Haliax	Madoc's Keep	
Raten	Emerald Glades	
Solaire	Madoc's Keep	
Kavik	Twilight Peak	
Godric	Grim Garrison	
Grr Argson	Grim Garrison	
Dedsune	Gryphon's Perch	
Vealman	Satyr's Crossing	
Astro	Valley of the Twin Rivers	
Atreides	Grim Garrison	
Madness	Grim Garrison	
Kenshin	Knight's Rest	
Duo	Gryphon's Perch	
Arsenal	Grim Garrison	



Glutton



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Atlas Everdeen	Satyr's Crossing	
Kavik	Twilight Peak	
Ralof	Port of Winter's Night	
Goradorth	Mystik Caverns	
Argh me matey	Gryphon's Perch	
Zander	Port of Winter's Night	
Duo	Gryphon's Perch	
GreedShen	Blackfire Pass	
Wolfear	Mystik Caverns	
Yorick	Midgard	
Eir	Grim Garrison	
Yark	Goblins Hollow	
Alisdair	Grim Garrison	
Sev	Midgard	



Godric



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Cannon	Knoblends	
Bolt	Valley of the Twin Rivers	
Money	Ivory Tower	
Neon	Mountain of the Sixth Dawn	
Gargha	Dragon's Tale	
Seraph	Madoc's Keep	
Duran	Haven	
Kraiton	Thee Night's Legacy	
Flail Snail	Emerald Glades	
Ralof	Port of Winter's Night	
Midnight	Port of Winter's Night	
Haliar	Madoc's Keep	
Khelos	Thee Night's Legacy	
Zander	Port of Winter's Night	



Goradorth



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
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- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Hulk Von Smash	Black Marsh	
Astro	Valley of the Twin Rivers	
Glutton	Serpent's Hollow	
Flail Snail	Emerald Glades	
Ralof	Port of Winter's Night	
Bane Xylore	Valley of the Twin Rivers	
Alisdair	Grim Garrison	
Cole	Madoc's Keep	
Farley	Gryphon's Perch	
Neon	Mountain of the Sixth Dawn	
Atlas Everdeen	Satyr's Crossing	
Amdair	Valley of the Twin Rivers	
TalcusPyre	Satyr's Crossing	
Khelos	Thee Night's Legacy	



GreedShen



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Duran	Haven	
Yark	Goblins Hollow	
Astro	Valley of the Twin Rivers	
Zander	Port of Winter's Night	
Money	Ivory Tower	
Atlas Everdeen	Satyr's Crossing	
Glutton	Serpent's Hollow	
Blade	Gryphon's Perch	
Farley	Gryphon's Perch	
Haliar	Madoc's Keep	
Sevin	Madoc's Keep	
Dedsune	Gryphon's Perch	
Kaio	Valley by the Coast	
Bolt	Valley of the Twin Rivers	



Grr Argson



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Yark	Goblins Hollow	
Sevin	Madoc's Keep	
Argh me matey	Gryphon's Perch	
Cole	Madoc's Keep	
Kaio	Valley by the Coast	
Gargha	Dragon's Tale	
Khelos	Thee Night's Legacy	
Midnight	Port of Winter's Night	
Blade	Gryphon's Perch	
Freya	Dragon's Tale	
Ralof	Port of Winter's Night	
Money	Ivory Tower	
Kavik	Twilight Peak	
Haliax	Madoc's Keep	



Haliax



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Gargha	Dragon's Tale	
Neon	Mountain of the Sixth Dawn	
Bane Xylore	Valley of the Twin Rivers	
Wolfear	Mystik Caverns	
Arsenal	Grim Garrison	
GreedShen	Blackfire Pass	
Argh me matey	Gryphon's Perch	
Godric	Grim Garrison	
Cannon	Knoblands	
Alisdair	Grim Garrison	
Kraiton	Thee Night's Legacy	
Atreides	Grim Garrison	
Grr Argson	Grim Garrison	
Kenshin	Knight's Rest	



Hulk Von Smash



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Yark	Goblins Hollow	
Goradorth	Mystik Caverns	
Cole	Madoc's Keep	
Eir	Grim Garrison	
Lumi	Gryphon's Perch	
Duo	Gryphon's Perch	
Zander	Port of Winter's Night	
Sevin	Madoc's Keep	
Snapdragon	Port of Winter's Night	
Atreides	Grim Garrison	
Amdair	Valley of the Twin Rivers	
Alisdair	Grim Garrison	
Viper	Madoc's Keep	
Ralof	Port of Winter's Night	



Kaio



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Midnight	Port of Winter's Night	
Madness	Grim Garrison	
Perditus	Blackfire Valley	
Freya	Dragon's Tale	
Grr Argson	Grim Garrison	
Blade	Gryphon's Perch	
Kavik	Twilight Peak	
Kenshin	Knight's Rest	
Gale	Valley of the Twin Rivers	
Saladin	Serpent's Hollow	
Atlas Everdeen	Satyr's Crossing	
Atreides	Grim Garrison	
GreedShen	Blackfire Pass	
Duo	Gryphon's Perch	



Kavik



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Saladin	Serpent's Hollow	
Glutton	Serpent's Hollow	
Money	Ivory Tower	
Yorick	Midgard	
Gargha	Dragon's Tale	
Freya	Dragon's Tale	
Cannon	Knoblands	
Kaio	Valley by the Coast	
Lando	Satyr's Crossing	
Arsenal	Grim Garrison	
Saber	Dragon's Tale	
Dedsune	Gryphon's Perch	
Ralof	Port of Winter's Night	
Grr Argson	Grim Garrison	



Kenshin



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Bane Xylore	Valley of the Twin Rivers	
Lumi	Gryphon's Perch	
Sev	Midgard	
Solaire	Madoc's Keep	
Viper	Madoc's Keep	
Argh me matey	Gryphon's Perch	
Flail Snail	Emerald Glades	
Kaio	Valley by the Coast	
Vealman	Satyr's Crossing	
Alisdair	Grim Garrison	
Gargha	Dragon's Tale	
Blade	Gryphon's Perch	
Dedsune	Gryphon's Perch	
Haliar	Madoc's Keep	



Khelos



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Snapdragon	Port of Winter's Night	
Neon	Mountain of the Sixth Dawn	
Freya	Dragon's Tale	
TalcusPyre	Satyr's Crossing	
Astro	Valley of the Twin Rivers	
Bolt	Valley of the Twin Rivers	
Grr Argson	Grim Garrison	
Madness	Grim Garrison	
Argh me matey	Gryphon's Perch	
Blade	Gryphon's Perch	
Bane Xylore	Valley of the Twin Rivers	
Cole	Madoc's Keep	
Godric	Grim Garrison	
Goradorth	Mystik Caverns	



Kraiton



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Gale	Valley of the Twin Rivers	
Farley	Gryphon's Perch	
Bane Xylore	Valley of the Twin Rivers	
Yorick	Midgard	
Atlas Everdeen	Satyr's Crossing	
Solaire	Madoc's Keep	
Saber	Dragon's Tale	
Godric	Grim Garrison	
Dedsune	Gryphon's Perch	
Yark	Goblins Hollow	
Perditus	Blackfire Valley	
Manama	Valley by the Coast	
Zander	Port of Winter's Night	
Haliar	Madoc's Keep	



Lando



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Freya	Dragon's Tale	
Money	Ivory Tower	
Zander	Port of Winter's Night	
Amdair	Valley of the Twin Rivers	
Cannon	Knoblans	
Snapdragon	Port of Winter's Night	
Madness	Grim Garrison	
Kavik	Twilight Peak	
Neon	Mountain of the Sixth Dawn	
Dedsune	Gryphon's Perch	
Viper	Madoc's Keep	
Solaire	Madoc's Keep	
Argh me matey	Gryphon's Perch	
Sevin	Madoc's Keep	



Lumi



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Kenshin	Knight's Rest	
TalcusPyre	Satyr's Crossing	
Hulk Von Smash	Black Marsh	
Snapdragon	Port of Winter's Night	
Madness	Grim Garrison	
Astro	Valley of the Twin Rivers	
Saladin	Serpent's Hollow	
Cannon	Knoblands	
Freya	Dragon's Tale	
Atreides	Grim Garrison	
Viper	Madoc's Keep	
Wolfear	Mystik Caverns	
Bolt	Valley of the Twin Rivers	
Zander	Port of Winter's Night	



Madness



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Viper	Madoc's Keep	
Kaio	Valley by the Coast	
Duran	Haven	
Amdair	Valley of the Twin Rivers	
Manama	Valley by the Coast	
Lumi	Gryphon's Perch	
Lando	Satyr's Crossing	
Khelos	Thee Night's Legacy	
Perditus	Blackfire Valley	
Yorick	Midgard	
Gargha	Dragon's Tale	
Neon	Mountain of the Sixth Dawn	
Flail Snail	Emerald Glades	
Dedsune	Gryphon's Perch	



Manama



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
TalcusPyre	Satyr's Crossing	
Perditus	Blackfire Valley	
Raten	Emerald Glades	
Wolfear	Mystik Caverns	
Madness	Grim Garrison	
Freya	Dragon's Tale	
Viper	Madoc's Keep	
Ralof	Port of Winter's Night	
Amdair	Valley of the Twin Rivers	
Flail Snail	Emerald Glades	
Seraph	Madoc's Keep	
Kraiton	Thee Night's Legacy	
Atlas Everdeen	Satyr's Crossing	
Snapdragon	Port of Winter's Night	



Midnight



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Yorick	Midgard	
Kaio	Valley by the Coast	
Eir	Grim Garrison	
Saladin	Serpent's Hollow	
Vealman	Satyr's Crossing	
Saber	Dragon's Tale	
Solaire	Madoc's Keep	
Grr Argson	Grim Garrison	
Money	Ivory Tower	
Godric	Grim Garrison	
Sevin	Madoc's Keep	
Pittacus	Mystik Caverns	
Flail Snail	Emerald Glades	
Cannon	Knoblands	



Money



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Lando	Satyr's Crossing	
Kavik	Twilight Peak	
Godric	Grim Garrison	
Eir	Grim Garrison	
GreedShen	Blackfire Pass	
Bane Xylore	Valley of the Twin Rivers	
Cannon	Knoblends	
Gale	Valley of the Twin Rivers	
TalcusPyre	Satyr's Crossing	
Midnight	Port of Winter's Night	
Pittacus	Mystik Caverns	
Grr Argson	Grim Garrison	
Seraph	Madoc's Keep	
Astro	Valley of the Twin Rivers	



Neon



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Sevin	Madoc's Keep	
Khelos	Thee Night's Legacy	
Haliar	Madoc's Keep	
Godric	Grim Garrison	
Raten	Emerald Glades	
Yorick	Midgard	
Duo	Gryphon's Perch	
Bolt	Valley of the Twin Rivers	
Lando	Satyr's Crossing	
Solaire	Madoc's Keep	
Goradorth	Mystik Caverns	
Madness	Grim Garrison	
Arsenal	Grim Garrison	
Alisdair	Grim Garrison	



Perditus



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Atreides	Grim Garrison	
Manama	Valley by the Coast	
Kaio	Valley by the Coast	
Pittacus	Mystik Caverns	
Blade	Gryphon's Perch	
Arsenal	Grim Garrison	
Ralof	Port of Winter's Night	
Solaire	Madoc's Keep	
Madness	Grim Garrison	
Argh me matey	Gryphon's Perch	
Kraiton	Thee Night's Legacy	
Astro	Valley of the Twin Rivers	
Duran	Haven	
Raten	Emerald Glades	



Pittacus



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Eir	Grim Garrison	
Duo	Gryphon's Perch	
Saber	Dragon's Tale	
Perditus	Blackfire Valley	
Duran	Haven	
Sev	Midgard	
Raten	Emerald Glades	
Snapdragon	Port of Winter's Night	
Atlas Everdeen	Satyr's Crossing	
Money	Ivory Tower	
Flail Snail	Emerald Glades	
Midnight	Port of Winter's Night	
Gale	Valley of the Twin Rivers	
Cole	Madoc's Keep	



Ralof



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Cole	Madoc's Keep	
Raten	Emerald Glades	
Glutton	Serpent's Hollow	
Farley	Gryphon's Perch	
Blade	Gryphon's Perch	
Yorick	Midgard	
Goradorth	Mystik Caverns	
Perditus	Blackfire Valley	
Manama	Valley by the Coast	
Godric	Grim Garrison	
Grr Argson	Grim Garrison	
Kavik	Twilight Peak	
Hulk Von Smash	Black Marsh	
Wolfear	Mystik Caverns	



Raten



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Ralof	Port of Winter's Night	
Gargha	Dragon's Tale	
Manama	Valley by the Coast	
Dedsune	Gryphon's Perch	
Neon	Mountain of the Sixth Dawn	
Farley	Gryphon's Perch	
Pittacus	Mystik Caverns	
Saber	Dragon's Tale	
Astro	Valley of the Twin Rivers	
Amdair	Valley of the Twin Rivers	
Zander	Port of Winter's Night	
Gale	Valley of the Twin Rivers	
Atlas Everdeen	Satyr's Crossing	
Perditus	Blackfire Valley	



Saber



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Seraph	Madoc's Keep	
Alisdair	Grim Garrison	
Pittacus	Mystik Caverns	
Yark	Goblins Hollow	
Sevin	Madoc's Keep	
Midnight	Port of Winter's Night	
Kraiton	Thee Night's Legacy	
Eir	Grim Garrison	
Raten	Emerald Glades	
Kavik	Twilight Peak	
Astro	Valley of the Twin Rivers	
Farley	Gryphon's Perch	
Vealman	Satyr's Crossing	
Snapdragon	Port of Winter's Night	



Saladin



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Kavik	Twilight Peak	
Cole	Madoc's Keep	
Freya	Dragon's Tale	
Midnight	Port of Winter's Night	
Alisdair	Grim Garrison	
Bolt	Valley of the Twin Rivers	
Viper	Madoc's Keep	
Atlas Everdeen	Satyr's Crossing	
Lumi	Gryphon's Perch	
Eir	Grim Garrison	
Kaio	Valley by the Coast	
Snapdragon	Port of Winter's Night	
Seraph	Madoc's Keep	
Blade	Gryphon's Perch	



Seraph



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Amdair	Valley of the Twin Rivers	
Saber	Dragon's Tale	
Blade	Gryphon's Perch	
Astro	Valley of the Twin Rivers	
Argh me matey	Gryphon's Perch	
Godric	Grim Garrison	
Zander	Port of Winter's Night	
Cannon	Knoblands	
Alisdair	Grim Garrison	
Wolfear	Mystik Caverns	
Manama	Valley by the Coast	
Saladin	Serpent's Hollow	
Money	Ivory Tower	
Duran	Haven	



Sev



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Farley	Gryphon's Perch	
Gale	Valley of the Twin Rivers	
Kenshin	Knight's Rest	
Atlas Everdeen	Satyr's Crossing	
Flail Snail	Emerald Glades	
Alisdair	Grim Garrison	
Pittacus	Mystik Caverns	
Viper	Madoc's Keep	
Duo	Gryphon's Perch	
Sevin	Madoc's Keep	
Blade	Gryphon's Perch	
Duran	Haven	
Glutton	Serpent's Hollow	
Vealman	Satyr's Crossing	



Sevin



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Neon	Mountain of the Sixth Dawn	
Grr Argson	Grim Garrison	
Dedsune	Gryphon's Perch	
Arsenal	Grim Garrison	
Saber	Dragon's Tale	
Farley	Gryphon's Perch	
Hulk Von Smash	Black Marsh	
Duran	Haven	
Sev	Midgard	
GreedShen	Blackfire Pass	
Midnight	Port of Winter's Night	
Bolt	Valley of the Twin Rivers	
Lando	Satyr's Crossing	
Snapdragon	Port of Winter's Night	



Snapdragon



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Khelos	Thee Night's Legacy	
Atreides	Grim Garrison	
Lumi	Gryphon's Perch	
Lando	Satyr's Crossing	
Freya	Dragon's Tale	
Hulk Von Smash	Black Marsh	
Pittacus	Mystik Caverns	
Saladin	Serpent's Hollow	
Duo	Gryphon's Perch	
Eir	Grim Garrison	
Solaire	Madoc's Keep	
Manama	Valley by the Coast	
Saber	Dragon's Tale	
Sevin	Madoc's Keep	



Solaire



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Bolt	Valley of the Twin Rivers	
Atlas Everdeen	Satyr's Crossing	
Gargha	Dragon's Tale	
Kenshin	Knight's Rest	
Cannon	Knoblands	
Kraiton	Thee Night's Legacy	
Midnight	Port of Winter's Night	
Perditus	Blackfire Valley	
Neon	Mountain of the Sixth Dawn	
Argh me matey	Gryphon's Perch	
Lando	Satyr's Crossing	
Snapdragon	Port of Winter's Night	
Gale	Valley of the Twin Rivers	
TalcusPyre	Satyr's Crossing	



TalcusPyre



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Manama	Valley by the Coast	
Lumi	Gryphon's Perch	
Khelos	Thee Night's Legacy	
Wolfear	Mystik Caverns	
Cole	Madoc's Keep	
Amdair	Valley of the Twin Rivers	
Money	Ivory Tower	
Cannon	Knoblands	
Arsenal	Grim Garrison	
Bane Xylore	Valley of the Twin Rivers	
Atreides	Grim Garrison	
Blade	Gryphon's Perch	
Goradorth	Mystik Caverns	
Solaire	Madoc's Keep	



Vealman



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Flail Snail	Emerald Glades	
Duo	Gryphon's Perch	
Midnight	Port of Winter's Night	
Dedsune	Gryphon's Perch	
Atreides	Grim Garrison	
Gargha	Dragon's Tale	
Kenshin	Knight's Rest	
Arsenal	Grim Garrison	
Wolfear	Mystik Caverns	
Bolt	Valley of the Twin Rivers	
Saber	Dragon's Tale	
Bane Xylore	Valley of the Twin Rivers	
Sev	Midgard	
Eir	Grim Garrison	



Viper



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Madness	Grim Garrison	
Flail Snail	Emerald Glades	
Yark	Goblins Hollow	
Bolt	Valley of the Twin Rivers	
Kenshin	Knight's Rest	
Saladin	Serpent's Hollow	
Manama	Valley by the Coast	
Sev	Midgard	
Wolfear	Mystik Caverns	
Duo	Gryphon's Perch	
Lando	Satyr's Crossing	
Lumi	Gryphon's Perch	
Hulk Von Smash	Black Marsh	
Gale	Valley of the Twin Rivers	



Wolfear



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Alisdair	Grim Garrison	
Blade	Gryphon's Perch	
Arsenal	Grim Garrison	
Manama	Valley by the Coast	
Haliax	Madoc's Keep	
TalcusPyre	Satyr's Crossing	
Bolt	Valley of the Twin Rivers	
Glutton	Serpent's Hollow	
Viper	Madoc's Keep	
Seraph	Madoc's Keep	
Vealman	Satyr's Crossing	
Amdair	Valley of the Twin Rivers	
Lumi	Gryphon's Perch	
Ralof	Port of Winter's Night	



Yark



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Hulk Von Smash	Black Marsh	
Grr Argson	Grim Garrison	
GreedShen	Blackfire Pass	
Viper	Madoc's Keep	
Saber	Dragon's Tale	
Duran	Haven	
Amdair	Valley of the Twin Rivers	
Argh me matey	Gryphon's Perch	
Duo	Gryphon's Perch	
Bane Xylore	Valley of the Twin Rivers	
Kraiton	Thee Night's Legacy	
Glutton	Serpent's Hollow	
Yorick	Midgard	
Astro	Valley of the Twin Rivers	



Yorick



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Midnight	Port of Winter's Night	
Amdair	Valley of the Twin Rivers	
Dedsune	Gryphon's Perch	
Kavik	Twilight Peak	
Kraiton	Thee Night's Legacy	
Ralof	Port of Winter's Night	
Neon	Mountain of the Sixth Dawn	
Blade	Gryphon's Perch	
Zander	Port of Winter's Night	
Glutton	Serpent's Hollow	
Madness	Grim Garrison	
Gale	Valley of the Twin Rivers	
Yark	Goblins Hollow	
Farley	Gryphon's Perch	



Zander



Instructions:

- Find each person on your list, and fight them 10 times. Don't worry about the score!
- Sign each other's cards. Be sure to help your partner find anyone they have yet to fight.
- Turn this card to Tato or Troll by 5pm Saturday.

For each signature, you will get one ticket in the prize raffle for up to 10 tickets.

Name:	Park	Signature
Blade	Gryphon's Perch	
Lando	Satyr's Crossing	
GreedShen	Blackfire Pass	
Glutton	Serpent's Hollow	
Hulk Von Smash	Black Marsh	
Seraph	Madoc's Keep	
Yorick	Midgard	
Bolt	Valley of the Twin Rivers	
Duran	Haven	
Farley	Gryphon's Perch	
Raten	Emerald Glades	
Kraiton	Thee Night's Legacy	
Godric	Grim Garrison	
Lumi	Gryphon's Perch	

Alisdair	Alisdair	Alisdair	Alisdair	Alisdair
Alisdair	Alisdair	Alisdair	Alisdair	Alisdair
Amdair	Amdair	Amdair	Amdair	Amdair
Amdair	Amdair	Amdair	Amdair	Amdair
Argh me matey	Argh me matey	Argh me matey	Argh me matey	Argh me matey
Argh me matey	Argh me matey	Argh me matey	Argh me matey	Argh me matey
Arsenal	Arsenal	Arsenal	Arsenal	Arsenal
Arsenal	Arsenal	Arsenal	Arsenal	Arsenal
Astro	Astro	Astro	Astro	Astro
Astro	Astro	Astro	Astro	Astro
Atlas Everdeen	Atlas Everdeen	Atlas Everdeen	Atlas Everdeen	Atlas Everdeen
Atlas Everdeen	Atlas Everdeen	Atlas Everdeen	Atlas Everdeen	Atlas Everdeen
Atreides	Atreides	Atreides	Atreides	Atreides
Atreides	Atreides	Atreides	Atreides	Atreides
Bane Xylore	Bane Xylore	Bane Xylore	Bane Xylore	Bane Xylore
Bane Xylore	Bane Xylore	Bane Xylore	Bane Xylore	Bane Xylore
Blade	Blade	Blade	Blade	Blade
Blade	Blade	Blade	Blade	Blade
Bolt	Bolt	Bolt	Bolt	Bolt
Bolt	Bolt	Bolt	Bolt	Bolt
Cannon	Cannon	Cannon	Cannon	Cannon
Cannon	Cannon	Cannon	Cannon	Cannon
Cole	Cole	Cole	Cole	Cole
Cole	Cole	Cole	Cole	Cole
Dedsune	Dedsune	Dedsune	Dedsune	Dedsune
Dedsune	Dedsune	Dedsune	Dedsune	Dedsune
Duo	Duo	Duo	Duo	Duo
Duo	Duo	Duo	Duo	Duo
Duran	Duran	Duran	Duran	Duran
Duran	Duran	Duran	Duran	Duran
Eir	Eir	Eir	Eir	Eir
Eir	Eir	Eir	Eir	Eir
Farley	Farley	Farley	Farley	Farley
Farley	Farley	Farley	Farley	Farley
Flail Snail	Flail Snail	Flail Snail	Flail Snail	Flail Snail
Flail Snail	Flail Snail	Flail Snail	Flail Snail	Flail Snail
Freya	Freya	Freya	Freya	Freya
Freya	Freya	Freya	Freya	Freya
Gale	Gale	Gale	Gale	Gale
Gale	Gale	Gale	Gale	Gale
Gargha	Gargha	Gargha	Gargha	Gargha
Gargha	Gargha	Gargha	Gargha	Gargha
Glutton	Glutton	Glutton	Glutton	Glutton
Glutton	Glutton	Glutton	Glutton	Glutton

Godric	Godric	Godric	Godric	Godric
Godric	Godric	Godric	Godric	Godric
Goradorth	Goradorth	Goradorth	Goradorth	Goradorth
Goradorth	Goradorth	Goradorth	Goradorth	Goradorth
GreedShen	GreedShen	GreedShen	GreedShen	GreedShen
GreedShen	GreedShen	GreedShen	GreedShen	GreedShen
Grr Argson	Grr Argson	Grr Argson	Grr Argson	Grr Argson
Grr Argson	Grr Argson	Grr Argson	Grr Argson	Grr Argson
Haliax	Haliax	Haliax	Haliax	Haliax
Haliax	Haliax	Haliax	Haliax	Haliax
Hulk Von Smash	Hulk Von Smash	Hulk Von Smash	Hulk Von Smash	Hulk Von Smash
Hulk Von Smash	Hulk Von Smash	Hulk Von Smash	Hulk Von Smash	Hulk Von Smash
Kaio	Kaio	Kaio	Kaio	Kaio
Kaio	Kaio	Kaio	Kaio	Kaio
Kavik	Kavik	Kavik	Kavik	Kavik
Kavik	Kavik	Kavik	Kavik	Kavik
Kenshin	Kenshin	Kenshin	Kenshin	Kenshin
Kenshin	Kenshin	Kenshin	Kenshin	Kenshin
Khelos	Khelos	Khelos	Khelos	Khelos
Khelos	Khelos	Khelos	Khelos	Khelos
Kraiton	Kraiton	Kraiton	Kraiton	Kraiton
Kraiton	Kraiton	Kraiton	Kraiton	Kraiton
Lando	Lando	Lando	Lando	Lando
Lando	Lando	Lando	Lando	Lando
Lumi	Lumi	Lumi	Lumi	Lumi
Lumi	Lumi	Lumi	Lumi	Lumi
Madness	Madness	Madness	Madness	Madness
Madness	Madness	Madness	Madness	Madness
Manama	Manama	Manama	Manama	Manama
Manama	Manama	Manama	Manama	Manama
Midnight	Midnight	Midnight	Midnight	Midnight
Midnight	Midnight	Midnight	Midnight	Midnight
Money	Money	Money	Money	Money
Money	Money	Money	Money	Money
Neon	Neon	Neon	Neon	Neon
Neon	Neon	Neon	Neon	Neon
Perditus	Perditus	Perditus	Perditus	Perditus
Perditus	Perditus	Perditus	Perditus	Perditus
Pittacus	Pittacus	Pittacus	Pittacus	Pittacus
Pittacus	Pittacus	Pittacus	Pittacus	Pittacus
Ralof	Ralof	Ralof	Ralof	Ralof
Ralof	Ralof	Ralof	Ralof	Ralof
Raten	Raten	Raten	Raten	Raten
Raten	Raten	Raten	Raten	Raten
Saber	Saber	Saber	Saber	Saber
Saber	Saber	Saber	Saber	Saber

Saladin	Saladin	Saladin	Saladin	Saladin
Saladin	Saladin	Saladin	Saladin	Saladin
Seraph	Seraph	Seraph	Seraph	Seraph
Seraph	Seraph	Seraph	Seraph	Seraph
Sev	Sev	Sev	Sev	Sev
Sev	Sev	Sev	Sev	Sev
Sevin	Sevin	Sevin	Sevin	Sevin
Sevin	Sevin	Sevin	Sevin	Sevin
Snapdragon	Snapdragon	Snapdragon	Snapdragon	Snapdragon
Snapdragon	Snapdragon	Snapdragon	Snapdragon	Snapdragon
Solaire	Solaire	Solaire	Solaire	Solaire
Solaire	Solaire	Solaire	Solaire	Solaire
TalcusPyre	TalcusPyre	TalcusPyre	TalcusPyre	TalcusPyre
TalcusPyre	TalcusPyre	TalcusPyre	TalcusPyre	TalcusPyre
Vealman	Vealman	Vealman	Vealman	Vealman
Vealman	Vealman	Vealman	Vealman	Vealman
Viper	Viper	Viper	Viper	Viper
Viper	Viper	Viper	Viper	Viper
Wolfear	Wolfear	Wolfear	Wolfear	Wolfear
Wolfear	Wolfear	Wolfear	Wolfear	Wolfear
Yark	Yark	Yark	Yark	Yark
Yark	Yark	Yark	Yark	Yark
Yorick	Yorick	Yorick	Yorick	Yorick
Yorick	Yorick	Yorick	Yorick	Yorick
Zander	Zander	Zander	Zander	Zander
Zander	Zander	Zander	Zander	Zander