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 Kaio or Troll by 4pm Saturday.

	T _D .	
Name:	Park	Signature
Dedsune	Gryphon's Perch	
Atlas Everdeen	Satyr's Crossing	
Gale	Valley of the Twin Rivers	
Argh me matey	Gryphon's Perch	
Manama	Valley by the Coast	
Duran	Haven	
Wolfear	Mystik Caverns	
Hulk Von Smash	Black Marsh	
Khelos	Thee Night's Legacy	
Haliax	Madoc's Keep	
Kavik	Twilight Peak	
Gargha	Dragon's Tale	
Yark	Goblins Hollow	
Raten	Emerald Glades	

Amdair

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Glutton	Serpent's Hollow	
Pittacus	Mystik Caverns	
Yorick	Midgard	
Ralof	Port of Winter's Night	
Saladin	Serpent's Hollow	
Midnight	Port of Winter's Night	
TalcusPyre	Satyr's Crossing	
Solaire	Madoc's Keep	
Kaio	Valley by the Coast	
Grr Argson	Grim Garrison	
Duo	Gryphon's Perch	
Godric	Grim Garrison	
Lando	Satyr's Crossing	
Cannon	Knoblands	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Kraiton	Thee Night's Legacy	
Ralof	Port of Winter's Night	
Snapdragon	Port of Winter's Night	
Vealman	Satyr's Crossing	
Alisdair	Grim Garrison	
Khelos	Thee Night's Legacy	
Gargha	Dragon's Tale	
Duran	Haven	
Yorick	Midgard	
Money	Ivory Tower	
Kaio	Valley by the Coast	
Atlas Everdeen	Satyr's Crossing	
Viper	Madoc's Keep	
Sev	Midgard	

Arsenal

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 Kaio or Troll by 4pm Saturday.

	1	
Name:	Park	Signature
Solaire	Madoc's Keep	
Duran	Haven	
Manama	Valley by the Coast	
Seraph	Madoc's Keep	
Astro	Valley of the Twin Rivers	
Cannon	Knoblands	
Saber	Dragon's Tale	
GreedShen	Blackfire Pass	
Lando	Satyr's Crossing	
Yorick	Midgard	
Gale	Valley of the Twin Rivers	
Atlas Everdeen	Satyr's Crossing	
Kenshin	Knight's Rest	
Freya	Dragon's Tale	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Duran	Haven	
Money	Ivory Tower	
Saber	Dragon's Tale	
Cole	Madoc's Keep	
Snapdragon	Port of Winter's Night	
Arsenal	Grim Garrison	
Sev	Midgard	
Pittacus	Mystik Caverns	
Vealman	Satyr's Crossing	
Kavik	Twilight Peak	
Kenshin	Knight's Rest	
Freya	Dragon's Tale	
Khelos	Thee Night's Legacy	
Farley	Gryphon's Perch	

Atlas Everdeen

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Sevin	Madoc's Keep	
Alisdair	Grim Garrison	
Sev	Midgard	
Farley	Gryphon's Perch	
Hulk Von Smash	Black Marsh	
Blade	Gryphon's Perch	
Atreides	Grim Garrison	
Viper	Madoc's Keep	
Raten	Emerald Glades	
Kraiton	Thee Night's Legacy	
Argh me matey	Gryphon's Perch	
Yark	Goblins Hollow	
Arsenal	Grim Garrison	
Zander	Port of Winter's Night	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Snapdragon	Port of Winter's Night	
TalcusPyre	Satyr's Crossing	
Cannon	Knoblands	
Dedsune	Gryphon's Perch	
Perditus	Blackfire Valley	
Atlas Everdeen	Satyr's Crossing	
Flail Snail	Emerald Glades	
Farley	Gryphon's Perch	
Kavik	Twilight Peak	
Kenshin	Knight's Rest	
Vealman	Satyr's Crossing	
Cole	Madoc's Keep	
Sev	Midgard	
Midnight	Port of Winter's Night	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Farley	Gryphon's Perch	
Lando	Satyr's Crossing	
Perditus	Blackfire Valley	
Cole	Madoc's Keep	
Freya	Dragon's Tale	
Cannon	Knoblands	
Lumi	Gryphon's Perch	
Duran	Haven	
Madness	Grim Garrison	
Haliax	Madoc's Keep	
Kraiton	Thee Night's Legacy	
Khelos	Thee Night's Legacy	
Manama	Valley by the Coast	
Wolfear	Mystik Caverns	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Gale	Valley of the Twin Rivers	
Madness	Grim Garrison	
Glutton	Serpent's Hollow	
Ralof	Port of Winter's Night	
Vealman	Satyr's Crossing	
Atlas Everdeen	Satyr's Crossing	
GreedShen	Blackfire Pass	
Perditus	Blackfire Valley	
Haliax	Madoc's Keep	
Hulk Von Smash	Black Marsh	
Duran	Haven	
Snapdragon	Port of Winter's Night	
Manama	Valley by the Coast	
Sevin	Madoc's Keep	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Sev	Midgard	
Freya	Dragon's Tale	
Lumi	Gryphon's Perch	
Money	Ivory Tower	
Cole	Madoc's Keep	
Flail Snail	Emerald Glades	
Midnight	Port of Winter's Night	
Ralof	Port of Winter's Night	
Vealman	Satyr's Crossing	
Saber	Dragon's Tale	
Eir	Grim Garrison	
Cannon	Knoblands	
Sevin	Madoc's Keep	
Viper	Madoc's Keep	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Yorick	Midgard	
Eir	Grim Garrison	
Atreides	Grim Garrison	
Glutton	Serpent's Hollow	
Madness	Grim Garrison	
Bane Xylore	Valley of the Twin Rivers	
Arsenal	Grim Garrison	
Dedsune	Gryphon's Perch	
Seraph	Madoc's Keep	
Flail Snail	Emerald Glades	
Goradorth	Mystik Caverns	
Bolt	Valley of the Twin Rivers	
Godric	Grim Garrison	
Amdair	Valley of the Twin Rivers	

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 Kaio or Troll by 4pm Saturday.

	1	
Name:	Park	Signature
Grr Argson	Grim Garrison	
Astro	Valley of the Twin Rivers	
Bane Xylore	Valley of the Twin Rivers	
Bolt	Valley of the Twin Rivers	
Duo	Gryphon's Perch	
Yorick	Midgard	
Raten	Emerald Glades	
Saladin	Serpent's Hollow	
GreedShen	Blackfire Pass	
Manama	Valley by the Coast	
Kenshin	Knight's Rest	
Atreides	Grim Garrison	
Gargha	Dragon's Tale	
Lando	Satyr's Crossing	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Alisdair	Grim Garrison	
Haliax	Madoc's Keep	
Eir	Grim Garrison	
Atreides	Grim Garrison	
Viper	Madoc's Keep	
Kavik	Twilight Peak	
Cannon	Knoblands	
Freya	Dragon's Tale	
Sev	Midgard	
Zander	Port of Winter's Night	
TalcusPyre	Satyr's Crossing	
Neon	Mountain of the Sixth Dawn	
Goradorth	Mystik Caverns	
Seraph	Madoc's Keep	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Freya	Dragon's Tale	
Glutton	Serpent's Hollow	
Neon	Mountain of the Sixth Dawn	
Khelos	Thee Night's Legacy	
Solaire	Madoc's Keep	
Cole	Madoc's Keep	
Grr Argson	Grim Garrison	
TalcusPyre	Satyr's Crossing	
Gargha	Dragon's Tale	
Seraph	Madoc's Keep	
Amdair	Valley of the Twin Rivers	
GreedShen	Blackfire Pass	
Kenshin	Knight's Rest	
Viper	Madoc's Keep	

Duran

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Astro	Valley of the Twin Rivers	
Kraiton	Thee Night's Legacy	
Arsenal	Grim Garrison	
Saber	Dragon's Tale	
Pittacus	Mystik Caverns	
Snapdragon	Port of Winter's Night	
Alisdair	Grim Garrison	
Argh me matey	Gryphon's Perch	
GreedShen	Blackfire Pass	
Bane Xylore	Valley of the Twin Rivers	
Vealman	Satyr's Crossing	
Blade	Gryphon's Perch	
Neon	Mountain of the Sixth Dawn	
Lumi	Gryphon's Perch	

Eir

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Saladin	Serpent's Hollow	
Cannon	Knoblands	
Dedsune	Gryphon's Perch	
Freya	Dragon's Tale	
Money	Ivory Tower	
Neon	Mountain of the Sixth Dawn	
Kenshin	Knight's Rest	
Sevin	Madoc's Keep	
Zander	Port of Winter's Night	
Gale	Valley of the Twin Rivers	
Sev	Midgard	
Bolt	Valley of the Twin Rivers	
Pittacus	Mystik Caverns	
Haliax	Madoc's Keep	

Farley

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Bane Xylore	Valley of the Twin Rivers	
Wolfear	Mystik Caverns	
Saladin	Serpent's Hollow	
Atlas Everdeen	Satyr's Crossing	
Ralof	Port of Winter's Night	
Viper	Madoc's Keep	
Khelos	Thee Night's Legacy	
Atreides	Grim Garrison	
Pittacus	Mystik Caverns	
Midnight	Port of Winter's Night	
Sev	Midgard	
Astro	Valley of the Twin Rivers	
Vealman	Satyr's Crossing	
Sevin	Madoc's Keep	

Flail Snail

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 Kaio or Troll by 4pm Saturday.

Name at	Davis	Ciara atura
Name:	Park	Signature
Glutton	Serpent's Hollow	
Godric	Grim Garrison	
Hulk Von Smash	Black Marsh	
Goradorth	Mystik Caverns	
Bolt	Valley of the Twin Rivers	
Saladin	Serpent's Hollow	
Atreides	Grim Garrison	
Snapdragon	Port of Winter's Night	
Cannon	Knoblands	
TalcusPyre	Satyr's Crossing	
Lando	Satyr's Crossing	
GreedShen	Blackfire Pass	
Kavik	Twilight Peak	
Kraiton	Thee Night's Legacy	

Freya

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Duo	Gryphon's Perch	
Bolt	Valley of the Twin Rivers	
Zander	Port of Winter's Night	
Eir	Grim Garrison	
Bane Xylore	Valley of the Twin Rivers	
Lumi	Gryphon's Perch	
Hulk Von Smash	Black Marsh	
Wolfear	Mystik Caverns	
Dedsune	Gryphon's Perch	
Yorick	Midgard	
Astro	Valley of the Twin Rivers	
Manama	Valley by the Coast	
Goradorth	Mystik Caverns	
Arsenal	Grim Garrison	

Gale

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Money	Ivory Tower	
Blade	Gryphon's Perch	
Kaio	Valley by the Coast	
Alisdair	Grim Garrison	
Kraiton	Thee Night's Legacy	
Saladin	Serpent's Hollow	
Manama	Valley by the Coast	
Sevin	Madoc's Keep	
Goradorth	Mystik Caverns	
Midnight	Port of Winter's Night	
Eir	Grim Garrison	
Khelos	Thee Night's Legacy	
Arsenal	Grim Garrison	
Kavik	Twilight Peak	

Gargha

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Zander	Port of Winter's Night	
Ralof	Port of Winter's Night	
Sevin	Madoc's Keep	
Kenshin	Knight's Rest	
Viper	Madoc's Keep	
Argh me matey	Gryphon's Perch	
Kraiton	Thee Night's Legacy	
Grr Argson	Grim Garrison	
Duo	Gryphon's Perch	
Lumi	Gryphon's Perch	
Wolfear	Mystik Caverns	
Alisdair	Grim Garrison	
Haliax	Madoc's Keep	
Cole	Madoc's Keep	

Glutton

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Amdair	Valley of the Twin Rivers	
Flail Snail	Emerald Glades	
Duo	Gryphon's Perch	
Blade	Gryphon's Perch	
Cannon	Knoblands	
Pittacus	Mystik Caverns	
Snapdragon	Port of Winter's Night	
Saber	Dragon's Tale	
Haliax	Madoc's Keep	
Yorick	Midgard	
Sevin	Madoc's Keep	
Lando	Satyr's Crossing	
Grr Argson	Grim Garrison	
Ralof	Port of Winter's Night	

Godric

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 Kaio or Troll by 4pm Saturday.

Name:	Dork	Cignoturo
	Park	Signature
Kavik	Twilight Peak	
Flail Snail	Emerald Glades	
Kaio	Valley by the Coast	
Lumi	Gryphon's Perch	
Kraiton	Thee Night's Legacy	
Khelos	Thee Night's Legacy	
Perditus	Blackfire Valley	
Neon	Mountain of the Sixth Dawn	
Ralof	Port of Winter's Night	
Pittacus	Mystik Caverns	
Amdair	Valley of the Twin Rivers	
Cannon	Knoblands	
Wolfear	Mystik Caverns	
Viper	Madoc's Keep	

Goradorth

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Grr Argson	Grim Garrison	
Lando	Satyr's Crossing	
Solaire	Madoc's Keep	
Flail Snail	Emerald Glades	
GreedShen	Blackfire Pass	
Snapdragon	Port of Winter's Night	
Gale	Valley of the Twin Rivers	
Yark	Goblins Hollow	
TalcusPyre	Satyr's Crossing	
Cannon	Knoblands	
Saladin	Serpent's Hollow	
Madness	Grim Garrison	
Freya	Dragon's Tale	
Dedsune	Gryphon's Perch	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Sevin	Madoc's Keep	
Saber	Dragon's Tale	
Sev	Midgard	
Midnight	Port of Winter's Night	
Kavik	Twilight Peak	
Yark	Goblins Hollow	
Goradorth	Mystik Caverns	
Blade	Gryphon's Perch	
Duran	Haven	
Arsenal	Grim Garrison	
Cole	Madoc's Keep	
Neon	Mountain of the Sixth Dawn	
Duo	Gryphon's Perch	
Flail Snail	Emerald Glades	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Midnight	Port of Winter's Night	
Cole	Madoc's Keep	
Goradorth	Mystik Caverns	
Viper	Madoc's Keep	
Manama	Valley by the Coast	
Lumi	Gryphon's Perch	
Pittacus	Mystik Caverns	
Duo	Gryphon's Perch	
Gargha	Dragon's Tale	
TalcusPyre	Satyr's Crossing	
Amdair	Valley of the Twin Rivers	
Glutton	Serpent's Hollow	
Perditus	Blackfire Valley	
Yorick	Midgard	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Yark	Goblins Hollow	
Dedsune	Gryphon's Perch	
Yorick	Midgard	
Vealman	Satyr's Crossing	
Kenshin	Knight's Rest	
Kaio	Valley by the Coast	
Glutton	Serpent's Hollow	
Blade	Gryphon's Perch	
Alisdair	Grim Garrison	
Bane Xylore	Valley of the Twin Rivers	
Saber	Dragon's Tale	
Gargha	Dragon's Tale	
Eir	Grim Garrison	
Hulk Von Smash	Black Marsh	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Viper	Madoc's Keep	
Lumi	Gryphon's Perch	
Wolfear	Mystik Caverns	
Flail Snail	Emerald Glades	
Atlas Everdeen	Satyr's Crossing	
Raten	Emerald Glades	
Freya	Dragon's Tale	
Alisdair	Grim Garrison	
Lando	Satyr's Crossing	
Blade	Gryphon's Perch	
Saladin	Serpent's Hollow	
Midnight	Port of Winter's Night	
Money	Ivory Tower	
Haliax	Madoc's Keep	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Zander	Port of Winter's Night	
Vealman	Satyr's Crossing	
Gale	Valley of the Twin Rivers	
Godric	Grim Garrison	
Neon	Mountain of the Sixth Dawn	
Lando	Satyr's Crossing	
Wolfear	Mystik Caverns	
Haliax	Madoc's Keep	
Kavik	Twilight Peak	
Amdair	Valley of the Twin Rivers	
Argh me matey	Gryphon's Perch	
Lumi	Gryphon's Perch	
Pittacus	Mystik Caverns	
TalcusPyre	Satyr's Crossing	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Godric	Grim Garrison	
Neon	Mountain of the Sixth Dawn	
TalcusPyre	Satyr's Crossing	
GreedShen	Blackfire Pass	
Raten	Emerald Glades	
Money	Ivory Tower	
Dedsune	Gryphon's Perch	
Kaio	Valley by the Coast	
Astro	Valley of the Twin Rivers	
Atreides	Grim Garrison	
Alisdair	Grim Garrison	
Yorick	Midgard	
Gale	Valley of the Twin Rivers	
Flail Snail	Emerald Glades	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
TalcusPyre	Satyr's Crossing	
Midnight	Port of Winter's Night	
Solaire	Madoc's Keep	
Gargha	Dragon's Tale	
Haliax	Madoc's Keep	
Yark	Goblins Hollow	
Eir	Grim Garrison	
Manama	Valley by the Coast	
Neon	Mountain of the Sixth Dawn	
Astro	Valley of the Twin Rivers	
Atreides	Grim Garrison	
Cole	Madoc's Keep	
Duo	Gryphon's Perch	
Arsenal	Grim Garrison	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Seraph	Madoc's Keep	
Lumi	Gryphon's Perch	
Raten	Emerald Glades	
Duo	Gryphon's Perch	
Argh me matey	Gryphon's Perch	
Godric	Grim Garrison	
Neon	Mountain of the Sixth Dawn	
Farley	Gryphon's Perch	
Alisdair	Grim Garrison	
Zander	Port of Winter's Night	
Gale	Valley of the Twin Rivers	
Astro	Valley of the Twin Rivers	
Bane Xylore	Valley of the Twin Rivers	
Yark	Goblins Hollow	

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 Kaio or Troll by 4pm Saturday.

NI	D - vl -	O'mantana
Name:	Park	Signature
Argh me matey	Gryphon's Perch	
Duran	Haven	
Perditus	Blackfire Valley	
Gale	Valley of the Twin Rivers	
Godric	Grim Garrison	
Saladin	Serpent's Hollow	
Gargha	Dragon's Tale	
Pittacus	Mystik Caverns	
Saber	Dragon's Tale	
Atlas Everdeen	Satyr's Crossing	
Snapdragon	Port of Winter's Night	
Bane Xylore	Valley of the Twin Rivers	
Solaire	Madoc's Keep	
Flail Snail	Emerald Glades	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Seraph	Madoc's Keep	
Bane Xylore	Valley of the Twin Rivers	
Goradorth	Mystik Caverns	
Yorick	Midgard	
Kaio	Valley by the Coast	
Sevin	Madoc's Keep	
Sev	Midgard	
Hulk Von Smash	Black Marsh	
Arsenal	Grim Garrison	
Glutton	Serpent's Hollow	
Flail Snail	Emerald Glades	
Amdair	Valley of the Twin Rivers	
Cole	Madoc's Keep	
Zander	Port of Winter's Night	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
TalcusPyre	Satyr's Crossing	
Khelos	Thee Night's Legacy	
Hulk Von Smash	Black Marsh	
Bolt	Valley of the Twin Rivers	
Godric	Grim Garrison	
Grr Argson	Grim Garrison	
Freya	Dragon's Tale	
Bane Xylore	Valley of the Twin Rivers	
Madness	Grim Garrison	
Solaire	Madoc's Keep	
Gargha	Dragon's Tale	
Kaio	Valley by the Coast	
Zander	Port of Winter's Night	
Duran	Haven	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Saber	Dragon's Tale	
Raten	Emerald Glades	
Blade	Gryphon's Perch	
Snapdragon	Port of Winter's Night	
TalcusPyre	Satyr's Crossing	
Cannon	Knoblands	
Zander	Port of Winter's Night	
Sev	Midgard	
Lumi	Gryphon's Perch	
Manama	Valley by the Coast	
Bane Xylore	Valley of the Twin Rivers	
Yark	Goblins Hollow	
Money	Ivory Tower	
Goradorth	Mystik Caverns	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Neon	Mountain of the Sixth Dawn	
Saladin	Serpent's Hollow	
Arsenal	Grim Garrison	
Grr Argson	Grim Garrison	
Alisdair	Grim Garrison	
Gale	Valley of the Twin Rivers	
Zander	Port of Winter's Night	
Kenshin	Knight's Rest	
Madness	Grim Garrison	
Midnight	Port of Winter's Night	
Cole	Madoc's Keep	
Freya	Dragon's Tale	
Blade	Gryphon's Perch	
Bane Xylore	Valley of the Twin Rivers	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Grr Argson	Grim Garrison	
Perditus	Blackfire Valley	
Kenshin	Knight's Rest	
GreedShen	Blackfire Pass	
Viper	Madoc's Keep	
Amdair	Valley of the Twin Rivers	
Solaire	Madoc's Keep	
Bolt	Valley of the Twin Rivers	
Gale	Valley of the Twin Rivers	
Manama	Valley by the Coast	
Farley	Gryphon's Perch	
Hulk Von Smash	Black Marsh	
Seraph	Madoc's Keep	
Atreides	Grim Garrison	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Gale	Valley of the Twin Rivers	
Astro	Valley of the Twin Rivers	
Vealman	Satyr's Crossing	
Pittacus	Mystik Caverns	
Bolt	Valley of the Twin Rivers	
Eir	Grim Garrison	
Kavik	Twilight Peak	
Yark	Goblins Hollow	
Saladin	Serpent's Hollow	
Argh me matey	Gryphon's Perch	
Viper	Madoc's Keep	
Ralof	Port of Winter's Night	
Madness	Grim Garrison	
Hulk Von Smash	Black Marsh	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Manama	Valley by the Coast	· ·
Kavik	Twilight Peak	
Duo	Gryphon's Perch	
Kaio	Valley by the Coast	
Sevin	Madoc's Keep	
Eir	Grim Garrison	
Khelos	Thee Night's Legacy	
Godric	Grim Garrison	
Kenshin	Knight's Rest	
Saladin	Serpent's Hollow	
GreedShen	Blackfire Pass	
Duran	Haven	
Dedsune	Gryphon's Perch	
Saber	Dragon's Tale	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Midnight	Port of Winter's Night	
Kraiton	Thee Night's Legacy	
Bane Xylore	Valley of the Twin Rivers	
Yark	Goblins Hollow	
Atreides	Grim Garrison	
Yorick	Midgard	
Godric	Grim Garrison	
Blade	Gryphon's Perch	
Sev	Midgard	
Raten	Emerald Glades	
Seraph	Madoc's Keep	
Sevin	Madoc's Keep	
Grr Argson	Grim Garrison	
Vealman	Satyr's Crossing	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Amdair	Valley of the Twin Rivers	
Yark	Goblins Hollow	
Money	Ivory Tower	
Duran	Haven	
Glutton	Serpent's Hollow	
Grr Argson	Grim Garrison	
Astro	Valley of the Twin Rivers	
Kraiton	Thee Night's Legacy	
Godric	Grim Garrison	
Farley	Gryphon's Perch	
Kaio	Valley by the Coast	
Eir	Grim Garrison	
Seraph	Madoc's Keep	
Saladin	Serpent's Hollow	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Argh me matey	Gryphon's Perch	
Gargha	Dragon's Tale	
Amdair	Valley of the Twin Rivers	
Blade	Gryphon's Perch	
Farley	Gryphon's Perch	
TalcusPyre	Satyr's Crossing	
Bolt	Valley of the Twin Rivers	
Godric	Grim Garrison	
Yark	Goblins Hollow	
Vealman	Satyr's Crossing	
Money	Ivory Tower	
Viper	Madoc's Keep	
Solaire	Madoc's Keep	
Glutton	Serpent's Hollow	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Madness	Grim Garrison	
Khelos	Thee Night's Legacy	
Sev	Midgard	
Kavik	Twilight Peak	
Hulk Von Smash	Black Marsh	
Seraph	Madoc's Keep	
Cole	Madoc's Keep	
Atlas Everdeen	Satyr's Crossing	
Perditus	Blackfire Valley	
Sevin	Madoc's Keep	
Solaire	Madoc's Keep	
Wolfear	Mystik Caverns	
Alisdair	Grim Garrison	
Snapdragon	Port of Winter's Night	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Madness	Grim Garrison	Oignatare
GreedShen	Blackfire Pass	
Astro	Valley of the Twin Rivers	
Duran	Haven	
Wolfear	Mystik Caverns	
TalcusPyre	Satyr's Crossing	
Vealman	Satyr's Crossing	
Glutton	Serpent's Hollow	
Arsenal	Grim Garrison	
Kraiton	Thee Night's Legacy	
Bolt	Valley of the Twin Rivers	
Solaire	Madoc's Keep	
Haliax	Madoc's Keep	
Neon	Mountain of the Sixth Dawn	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Eir	Grim Garrison	
Manama	Valley by the Coast	
Farley	Gryphon's Perch	
Amdair	Valley of the Twin Rivers	
Gale	Valley of the Twin Rivers	
Kraiton	Thee Night's Legacy	
Flail Snail	Emerald Glades	
Money	Ivory Tower	
Cole	Madoc's Keep	
Neon	Mountain of the Sixth Dawn	
Hulk Von Smash	Black Marsh	
Goradorth	Mystik Caverns	
Pittacus	Mystik Caverns	
Wolfear	Mystik Caverns	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Khelos	Thee Night's Legacy	
Lando	Satyr's Crossing	
Yark	Goblins Hollow	
Arsenal	Grim Garrison	
Sev	Midgard	
Raten	Emerald Glades	
Snapdragon	Port of Winter's Night	
Cannon	Knoblands	
Duo	Gryphon's Perch	
Perditus	Blackfire Valley	
Wolfear	Mystik Caverns	
Midnight	Port of Winter's Night	
Pittacus	Mystik Caverns	
Dedsune	Gryphon's Perch	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Bolt	Valley of the Twin Rivers	
GreedShen	Blackfire Pass	
Atlas Everdeen	Satyr's Crossing	
Raten	Emerald Glades	
Seraph	Madoc's Keep	
Astro	Valley of the Twin Rivers	
Madness	Grim Garrison	
Lando	Satyr's Crossing	
Perditus	Blackfire Valley	
Dedsune	Gryphon's Perch	
Eir	Grim Garrison	
Farley	Gryphon's Perch	
Argh me matey	Gryphon's Perch	
Atreides	Grim Garrison	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
GreedShen	Blackfire Pass	
Atlas Everdeen	Satyr's Crossing	
Gargha	Dragon's Tale	
Zander	Port of Winter's Night	
Neon	Mountain of the Sixth Dawn	
Lando	Satyr's Crossing	
Gale	Valley of the Twin Rivers	
Eir	Grim Garrison	
Glutton	Serpent's Hollow	
Raten	Emerald Glades	
Perditus	Blackfire Valley	
Bolt	Valley of the Twin Rivers	
Blade	Gryphon's Perch	
Farley	Gryphon's Perch	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Atreides	Grim Garrison	
Argh me matey	Gryphon's Perch	
Madness	Grim Garrison	
Astro	Valley of the Twin Rivers	
Duran	Haven	
Glutton	Serpent's Hollow	
Goradorth	Mystik Caverns	
Seraph	Madoc's Keep	
Flail Snail	Emerald Glades	
Solaire	Madoc's Keep	
Kraiton	Thee Night's Legacy	
Blade	Gryphon's Perch	
Vealman	Satyr's Crossing	
Raten	Emerald Glades	

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 Kaio or Troll by 4pm Saturday.

N1	D. J	0:
Name:	Park	Signature
Arsenal	Grim Garrison	
Zander	Port of Winter's Night	
Kenshin	Knight's Rest	
Goradorth	Mystik Caverns	
Duo	Gryphon's Perch	
Midnight	Port of Winter's Night	
Amdair	Valley of the Twin Rivers	
Yark	Goblins Hollow	
Lumi	Gryphon's Perch	
Snapdragon	Port of Winter's Night	
Saber	Dragon's Tale	
Raten	Emerald Glades	
Kraiton	Thee Night's Legacy	
Ralof	Port of Winter's Night	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Lumi	Gryphon's Perch	
Kenshin	Knight's Rest	
Atreides	Grim Garrison	
Kavik	Twilight Peak	
Madness	Grim Garrison	
Saber	Dragon's Tale	
Amdair	Valley of the Twin Rivers	
Ralof	Port of Winter's Night	
Duo	Gryphon's Perch	
Grr Argson	Grim Garrison	
Goradorth	Mystik Caverns	
Flail Snail	Emerald Glades	
Dedsune	Gryphon's Perch	
Kaio	Valley by the Coast	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Kaio	Valley by the Coast	
Money	Ivory Tower	
Argh me matey	Gryphon's Perch	
Haliax	Madoc's Keep	
Blade	Gryphon's Perch	
Saber	Dragon's Tale	
Astro	Valley of the Twin Rivers	
Bolt	Valley of the Twin Rivers	
Duran	Haven	
Ralof	Port of Winter's Night	
Atreides	Grim Garrison	
Snapdragon	Port of Winter's Night	
Farley	Gryphon's Perch	
Perditus	Blackfire Valley	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Hulk Von Smash	Black Marsh	
Grr Argson	Grim Garrison	
Midnight	Port of Winter's Night	
Gargha	Dragon's Tale	
Dedsune	Gryphon's Perch	
Farley	Gryphon's Perch	
Atlas Everdeen	Satyr's Crossing	
Money	Ivory Tower	
Wolfear	Mystik Caverns	
Argh me matey	Gryphon's Perch	
Ralof	Port of Winter's Night	
Duo	Gryphon's Perch	
Bolt	Valley of the Twin Rivers	
Godric	Grim Garrison	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Farley	Gryphon's Perch	
Hulk Von Smash	Black Marsh	
Saber	Dragon's Tale	
Yorick	Midgard	
Kaio	Valley by the Coast	
Alisdair	Grim Garrison	
Freya	Dragon's Tale	
Viper	Madoc's Keep	
Gargha	Dragon's Tale	
Seraph	Madoc's Keep	
Raten	Emerald Glades	
Godric	Grim Garrison	
Bane Xylore	Valley of the Twin Rivers	
Saladin	Serpent's Hollow	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Haliax	Madoc's Keep	
Pittacus	Mystik Caverns	
Seraph	Madoc's Keep	
Perditus	Blackfire Valley	
GreedShen	Blackfire Pass	
Kenshin	Knight's Rest	
Money	Ivory Tower	
Solaire	Madoc's Keep	
Goradorth	Mystik Caverns	
Ralof	Port of Winter's Night	
Madness	Grim Garrison	
Atlas Everdeen	Satyr's Crossing	
Alisdair	Grim Garrison	
Khelos	Thee Night's Legacy	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Cannon	Knoblands	
Amdair	Valley of the Twin Rivers	
Haliax	Madoc's Keep	
Lando	Satyr's Crossing	
Wolfear	Mystik Caverns	
Perditus	Blackfire Valley	
Cole	Madoc's Keep	
Argh me matey	Gryphon's Perch	
Glutton	Serpent's Hollow	
Freya	Dragon's Tale	
Arsenal	Grim Garrison	
Kavik	Twilight Peak	
Zander	Port of Winter's Night	
Grr Argson	Grim Garrison	

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 Kaio or Troll by 4pm Saturday.

Name:	Park	Signature
Kaio	Valley by the Coast	
Gargha	Dragon's Tale	
Solaire	Madoc's Keep	
Freya	Dragon's Tale	
Sevin	Madoc's Keep	
Madness	Grim Garrison	
Manama	Valley by the Coast	
Eir	Grim Garrison	
Khelos	Thee Night's Legacy	
Dedsune	Gryphon's Perch	
Lumi	Gryphon's Perch	
Yorick	Midgard	
Atlas Everdeen	Satyr's Crossing	
Lando	Satyr's Crossing	

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				
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				
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				
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

Codrio	Codrio	Codrio	Codrio	Codrio
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				
Haliax	Haliax	Haliax	Haliax	Haliax
Haliax	Haliax	Haliax	Haliax	Haliax
Hulk Von Smash				
Hulk Von				
Smash	Smash	Smash	Smash	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

0 - 1 - 1' -	0 . 1 1' .	0 - 1 - 1' -	0.1.1.	0 - 1 - 1' -
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