**LARRY THE LLAMA**

As if those filthy llamas weren’t bad enough! This one’s got a demon holed up inside it. Yells itself “Lawrence” but most folks just go with Larry.

He’s a bit on the temperamental side, suppose it’s hard to keep that demonic rage in check. Ol’ Larry don’t like to reveal much about his past but he sure seems chummy with the great Iron Witch.

Not too long ago Larry went missing for a few weeks. When he finally showed up again those red demon eyes & his turned blue. Smells about the same though.

—DESIGNED BY STEPHEN GIBSON

**GILGAMESH**

The Iron Witch snatched Gilgamesh from a group out in the Valley of Death. That painted face & his marks a former allegiance but those new beaming blues denote a new one.

Anywho, he’s a quiet, gruff fella. Ask him what he’s doin’ out this way and he won’t say nothin’ more than that his dear old Momma sent him to the Forgotten West to learn some manners.

—DESIGNED BY STEPHEN GIBSON

**ELLIE “BLUE EYES”**

Folks say she was the first to sport them pierc’in’ blue Grimslinger eyes.

Before then she was known as the Princess of the Forgotten West. Born and raised in the black pearl without any supernatural tendencies besides some mighty fierce grit and tenacity.

A speculatin’ man would assume that’s why she got punked up by the Iron Witch and forced into the Grim way.

She was a force to be reckoned with before but now...she’s somethin’ else.

—DESIGNED BY STEPHEN GIBSON

**OLD MAN BO**

Bo’s about as crazy as they come. Claims t’er from the future! Bother enough there’s another Bo that’s been runnin’ round these parts, takin’ note of the goings on. They do share a slight resemblance...

Either way, Old Man Bo’s been a welcome addition to the Grimslinger gang with his wise crackin’ and moonshinin’. He makes one hell of a brew! Literally, it tastes like hell.

The Iron Witch sired him into the Grim life somewhat reluctantly, but the ol’ bag seems to have some fight left in him yet!

—DESIGNED BY STEPHEN GIBSON
DEFEATED
1. OH PLEASE, I LET YOU WIN.
2. YOU'RE STARTING TO MAKE ME LOOK BAD.
3. COULD YOU JUST STAND STILL FOR A MOMENT? THANKS.
4. ALRIGHT, I ADMIT, THAT ONE STUNG A LITTLE...
5. HOW'S MY HAIR? GOOD? GOOD.
6. TIS BUT A SCRATCH.
7. NOW IT'S STARTING TO GET FUN...
8. OUR HUNDRED MORE A THOSE AND YOU MIGHT ACTUALLY WIN.
9. I LET YOU HIT ME, JUST SO IT SEEMED LIKE A FAIR FIGHT.
10. LOOKIN' FORWARD TO YOUR FUNERAL, FRIEND!

HEALTH TRACKER

DEFEATED
1. MY ONLY REGRET IS NOT LEARNIN' T'FLY.
2. ME BUTT HURTETH.
3. WHY DON'T WE TRY YOUR LOSIN' E'r A CHANGE?!
4. I SEE A LIGHT...MA'A THAT YOU'VE GONE DEMON!
5. IM SUPPOSTA ONLY HAS THREE FINGEYS, RIGHT?
6. WHY MUST YE BE SO CRUEL? WHY!
7. WHAT IS WRONG WITH YOUUUU?
8. WE AIN'T FRIENDS NO MORE! WE'RE SPOONS!
9. STINGS ABOUT AS MUCH AS A PICKLE.
10. IF I WIN, CAN I HAS YOU BOOTS?

HEALTH TRACKER

SYSTEM: DEPLETED
1. <QUERY: DID WE WIN YET?>
2. <INITIATE: CONFETTI PROTOCOL>
3. <OBSERVATION: MALFUNCTIONING ANIMA = ADORABLE ANIMA>
4. <XMIT: SYSTEM REFRESH/APOLOGY>
5. <STANDARD: MASTER INCOMPETENT/MUST DESTROY>
6. <REQUEST: ENGINEER INCOMPETENT/MASTER FAILED>
7. <STATEMENT: ENERGY LOW/ANIMA LIKES LIVING ON THE EDGE AS WELL>
8. <REQUEST: MASTER ABUSING ANIMA/ANIMA NOT OBEDIENT>
9. <DIRECTIVE: DO NOT INSULT MASTER AND/OR KILL MASTER>
10. <REQUEST: EXCESSIVE AMOUNT OF COMBUSTION/OC EXPLOSIONS>
11. <WARNING: EXCITMENT REACHING UNSTABLE PSYCHOLOGICAL LEVELS>
12. <REQUEST: ANIMA WANTS TO STUDY INTERNAL COMPOSITION OF OPPONENT>
13. <SUGGESTION: DESTROY DESTROY DESTROY DESTROY...DESTROY>
14. <SUGGESTION: REBOOT SYSTEM>
15. <QUERY: DESTROY>
GRIMSLINGERS: DUELS

1 of Clubs
1 of Diamonds
3 of Diamonds
3 of Spades
2 of Hearts
2 of Spades
Earth
Earth

2 DMG to target and +2 HP to self.
2 DMG to target and +2 HP to self.
GRIMSLINGERS: DUELS

FIRE

Target takes 2 DMG and must randomly discard 1 active card.

ICE

Target takes 2 DMG and must deduct 2 EP.

LIGHTNING

Target takes 3 DMG and gains 1 EP.

WATER

2 DMG to target and +2 EP to self.

9 • SINGLE TARGET

9 • SINGLE TARGET

9 • SINGLE TARGET

9 • SINGLE TARGET
**GRIMSLINGERS: DUELS**

**WIND**

**Target takes 1 DMG and must randomly deactivate 3 active cards.**

9 • SINGLE TARGET

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**Orange targets Green**

**Orange targets Pink**

**Orange targets Purple**

**Orange targets Rainbow**