

Wizard

You are the Wizard. You have many spells that can aid you. However, in combat you are weak. So use your spells well and avoid combat.



The Wizard should take all four of the elemental spells sets, Earth, Fire, Wind & Water.

Attack Dice	Defend Dice	Starting Point	
		Body	Mind
1	2	4	6

Movement..... 2 Red Dice
Starting Weapon None
Starting Armor..... None

Actions

You may perform any **one** of these actions either before or after you move.

ATTACK
an adjacent monster.

CAST A SPELL
on yourself, another Hero or monster that you can “see.” (Only the Wizard and Elf can cast spells.)

SEARCH FOR TREASURE
in the room you’re in.

SEARCH FOR SECRET DOORS
in the room or corridor you’re in.

SEARCH FOR TRAPS
in the room or corridor you’re in.

DISARM A TRAP
on the square you’re on.

Sneeks

You are an experienced Scout with keen eye and steady hand. Your dwarf-like ability to disarm traps has earned you an important position among the ranks of Sir Ragnar's men.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	4	4

Movement..... 2 Red Dice
Starting Weapon None
Starting Armor..... None

Actions

You may perform any **one** of these actions either before or after you move.

ATTACK
an adjacent monster.

CAST A SPELL
on yourself, another Hero or monster that you can "see." (Only the Wizard and Elf can cast spells.)

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Garmin

You are a great swordsman.
You swing your blade with
elegance and grace, but you
have a deadly strike.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	5	3

Movement..... 2 Red Dice
Starting Weapon None
Starting Armor..... None

Actions

You may perform any **one** of these
actions either before or after you move.

ATTACK

an adjacent monster.

CAST A SPELL

on yourself, another Hero or monster that you can
“see.” (Only the Wizard and Elf can cast spells.)

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in the room you’re in.

SEARCH FOR SECRET DOORS

in the room or corridor you’re in.

SEARCH FOR TRAPS

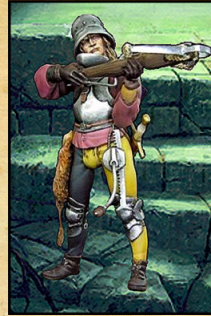
in the room or corridor you’re in.

DISARM A TRAP

on the square you’re on.

Sarymor

You are well-revered crossbowman. With keen eyes and a quick finger you take aim from afar.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	5	3

Movement..... 2 Red Dice
Starting Weapon None
Starting Armor..... None

Actions

You may perform any **one** of these actions either before or after you move.

ATTACK
an adjacent monster.

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on yourself, another Hero or monster that you can “see.” (Only the Wizard and Elf can cast spells.)

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