

Bright Wizard

You are the Bright Wizard (Luther Flamestrike). Bright Wizards are fire mages who uses the Bright Spells. Their magic tends to be based around high powered long range destruction spells. Standard melee attacks are fire based. When using a weapon that is already fire based, black shields count as skulls.



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

Movement..... 3 Red Dice (lowest two)
Starting Weapon Broadsword
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.

Frost Wizard

You are the Frost Wizard (Vladimir Stormbringer). Frost Wizards use the Ice Spells. Their magic tends to be based around high powered offensive spells. Frost Wizards defend on black as well as white shields.



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

Movement..... 3 Red Dice (lowest two)
Starting Weapon Broadsword
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.