

Merrick Thorngage

HP: 3



Klävs

Thief



MOV: 6 □

Thieves are stealthy and cunning. They can get into places others can't or attack unseen to take enemies by surprise.

Attacks:

daggers - 1 HP

range - 1 □

Special ability:
roll 4+ to open
locked doors

PICK see all secret doors

Fighter



HP: 5

MOV: 10 □

Fighters are strong and more fast. They can use powerful weapons but cannot be stealthy or use magic.

Attacks:

sword - 1 HP

Range - 1 □

Special ability:
smash! roll

6+ to break
down walls

Groog

HP: 3



MOV: 6 □

Clerics are spiritual guides and healers. What they lack in attacks is made up for in abilities that help other players.

Attacks:

staff - 1 HP

range - 1 □

Special Ability:
Roll to restore 1-6 HP to self or any player
healing song



Moon Shadow

Mage



HP: 4

MOV: 8 □

Mages are wise and cautious. They use spells that can change the rules of the game. They cannot use physical weapons.

Attacks:

fireball - 1 HP

range: 5 □

Special Ability:
hairball. block a passage 5 turns