

Merrick Thorngage

HP: 3



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

Kläus

HP: 5



Fighter



Mov: 10 □

Fighters are strong and move 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

HP: 4



Mage



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. blow

a passage 5 turns