

Barbarian



You are the Barbarian,
the greatest warrior of
all. But beware of magic
for your sword is no
defence against it.

Attack.

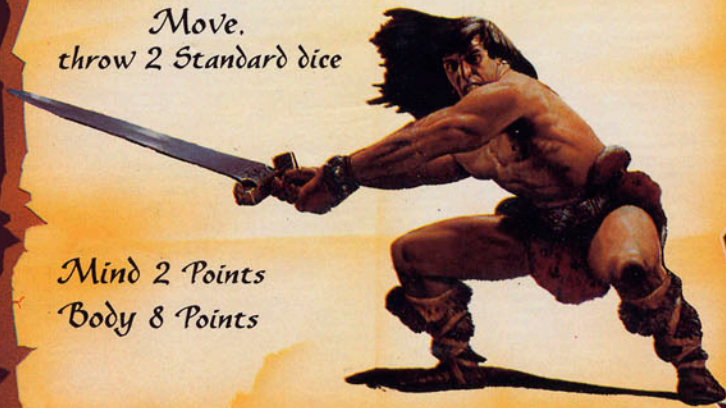
throw 3 Combat dice

Defend.

throw 2 Combat dice

Move.

throw 2 Standard dice



Mind 2 Points

Body 8 Points

Dwarf



You are the Dwarf. You are a good warrior and can always disarm traps that you find. You may remove any visible trap in the same room or passage.

Attack.

throw 2 Combat dice

Defend.

throw 2 Combat dice

Move.

throw 2 Standard dice



Mind 3 Points

Body 7 Points

Elf



*You are the Elf.
A master of both magic
and the sword. You must
use both well if you are
to triumph.*

Attack.

throw 2 Combat dice

Defend.

throw 2 Combat dice

Move.

throw 2 Standard dice

Mind 4 Points

Body 6 Points



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.

Attack.

throw 1 Combat die

Defend.

throw 2 Combat dice

Move.

throw 2 Standard dice

Mind 6 Points

Body 4 Points





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