

## CAPTAIN KENARON

You are a young Dwarf. You are a Captain in the Emperor's Guardian Knights. You have a Dwarf's ability to disarm traps and an ability to see secret doors and traps.



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	4	7	3

Movement..... 2 Red Dice  
 Starting Weapon... Broadsword  
 Starting Armor..... Chain Mail- Helmet  
 Potions..... Potion of Rejuvenation

## 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.