

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 Point	
		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.