

Warrior Priest

You are the Warrior Priest. Every turn the priest may choose to sink into prayer in order to invoke the assistance of his God for his sake or that of his comrades.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	2	5	5

Movement..... 2 Red Dice
Starting Weapon None
Starting Armor..... None

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.