

Cleric

You are a Cleric.

You have your own class and spells, focusing on healing and defense.

Your starting weapon is a Mace with a special power when fighting the Undead.



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

Movement..... 2 Red Dice

Starting Weapon Mace

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.

Priestess

You are a Female Cleric.

You have your own class and spells, focusing on healing and defense.

Your starting weapon is a Mace with a special power when fighting the Undead.



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

Movement..... 2 Red Dice

Starting Weapon Mace

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.