

# Sir Ragnar

You are one of the Empire's most powerful knights. Known for your bravery, leadership and skills in combat, you are respected among your peers and throughout the Empire



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
3	4	6	4

Movement..... 2 Red Dice  
Starting Weapon ..... Broadsword  
Starting Armor..... Helmet, Chain Mail

## 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.



# Sneeks

You are an experienced Scout with keen eye and steady hand. Your dwarf-like ability to disarm traps has earned you an important position among the ranks of Sir Ragnar's men.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
2	5	4	4

Movement..... 2 Red Dice  
Starting Weapon ..... Shortsword  
Starting Armor..... Helmet, Chain Mail, Shield

# 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.



# Garmin

You are a great swordsman.  
You swing your blade with  
elegance and grace, but you  
have a deadly strike.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
3	4	5	3

Movement..... 2 Red Dice  
Starting Weapon ..... Longsword  
Starting Armor..... Helmet, Chain Mail

## 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.

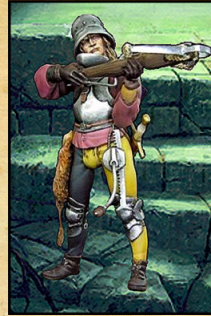
### DISARM A TRAP

on the square you’re on.



# Sarymor

You are well-revered crossbowman. With keen eyes and a quick finger you take aim from afar.



Attack Dice	Defend Dice	Starting Point	
		Body	Mind
3(1)	4	5	3

Movement..... 2 Red Dice  
Starting Weapon ..... Crossbow, Dagger  
Starting Armor..... Helmet, Chain Mail

## 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.