

<p align="center">Actions</p> <p>You may perform any one of these actions, either before or after you move.</p> <p align="center">ATTACK An adjacent monster. (Or at range, weapon permitting.)</p> <p align="center">CAST A SPELL On yourself, another Hero or Monster that you can "see". (Only the Wizard and Elf may cast spells.) Or use a spell scroll.</p> <p align="center">SEARCH FOR TREASURE In the room you're in.</p> <p align="center">SEARCH FOR SECRET DOORS In the room or corridor you're in.</p> <p align="center">SEARCH FOR TRAPS In the room or corridor you're in.</p> <p align="center">DISARM A TRAP On the square you're on.</p>	<p align="center">MERCENARY ADVANCEMENT</p> <p align="center"><i>Crossbowman</i> □ □ □ □ □</p> <p align="center"><i>Halberdier</i> □ □ □ □ □</p> <p align="center"><i>Scout</i> □ □ □ □ □</p> <p align="center"><i>Swordsman</i> □ □ □ □ □</p>
<p><input type="checkbox"/> <i>Champion</i> <input type="checkbox"/> <i>Veteran</i></p> <p><input type="checkbox"/> <i>Knight</i> <input type="checkbox"/> <i>Legend</i></p>	<p align="center"><i>Master Mercenaries have the following bonuses:</i></p> <p>+1 additional Body Point. +1 additional Mind Point. +1 additional Movement Point. May search for Secret Doors. May search for Treasure*</p> <p align="center"><i>Stashed Mercenaries</i></p> <p>Master Crossbowman <input type="checkbox"/> Master Halberdier. <input type="checkbox"/> Master Scout <input type="checkbox"/> Master Swordsman <input type="checkbox"/></p>

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Additional Equipment

Potions:	Artifacts:	Spell Scrolls:	Gems:
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