

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	MAGIC RESISTANCE	ATTACKS
Marilith with Bow & Scimitars	5	40	10	2	1

MANOEUVRES		PG	X	MOD	+
MAGIC	MAJOR	36	62	S	
DOWN SWG	SMASH	24	50	+4	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+2	
	LOW	2	64	+2	
THRUST	HIGH	32	60	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	64	-1	
	LOW	12	64	-1	
PARRY AND STRIKE	SWING LOW	48	56	0	
	SWING HIGH	38	56	0	
	DOWN SWING	44	56	+1	
	THRUST	22	56	-2	
BOW	FIRE ARROW	(6)	54	+3	
SPECIAL	DISLODGE WEAPON	30	64	-4	
	WILD SWING	40	64	+3	
	TAIL TRIP	34	58	+1	
	TAIL WHIP	4	58	+4	
	RETRIEVE WEAPON	46	52	-6	
MAGIC	MINOR	26	62	S	
JUMP	REAR	18	52	-6	
	DODGE	8	52	-4	
	CROUCH	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	LUNGING STRIKE	50		+3	
	SWING	64		-6	
	TAIL WHIP	58		+3	
	FIRE ARROW	(54)		+4	
	THRUST	60		-5	
	PARRY, CLOSE & STRIKE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

The Marilith may use Grey magic only. The Marilith begins with 5 arrows. She may reload her bow at the end of any turn in which she is not Scored against. The Marilith takes half-damage from non-magical weapons.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	45	13	51	13	13	13	45	57	1	11	49	13	17	13	45	13	13	13	13	45	45	25	19	45
4	3	39	63	33	3	3	9	55	1	19	49	15	17	3	15	9	19	17	47	3	3	15	43	19
6	53	39	63	33	3	3	45	53	19	29	49	15	17	45	3	45	39	17	19	19	19	37	19	37
8	3	39	63	33	3	3	21	55	1	29	21	15	17	3	3	9	39	17	3	3	3	15	43	3
10	31	13	11	33	45	3	7	57	19	23	31	45	17	31	3	53	39	17	59	53	31	25	43	5
12	31	39	11	11	53	45	9	57	19	29	47	45	17	31	3	45	39	19	59	53	45	25	29	5
14	45	39	51	23	13	3	13	19	1	53	47	13	13	13	3	13	13	13	11	45	45	13	53	5
16	57	57	63	61	57	57	9	55	55	57	9	15	57	21	57	9	39	17	57	21	57	57	43	57
18	3	39	51	33	3	3	9	55	1	29	9	15	17	3	3	9	39	17	3	21	3	15	43	3
20	3	39	63	33	21	3	9	55	1	29	9	15	17	21	3	9	39	17	3	3	3	15	43	3
22	45	39	19	23	11	11	11	19	1	53	37	15	11	3	3	31	39	11	59	45	45	11	43	5
24	53	41	51	33	45	45	9	1	7	7	49	7	17	3	3	45	13	53	59	21	3	25	41	47
26	3	39	63	33	3	3	9	55	19	29	49	15	17	3	3	9	39	17	59	3	3	19	43	19
28	7	39	51	53	3	53	9	23	1	23	49	53	53	19	31	9	39	17	27	41	3	47	29	47
30	45	39	51	33	3	3	9	57	1	29	27	15	27	3	27	27	39	17	27	3	27	47	43	47
32	53	39	51	33	3	45	53	53	11	29	53	45	53	53	3	31	39	53	59	31	19	25	43	5
34	3	39	51	33	19	3	9	1	1	29	19	15	17	19	19	19	39	17	59	19	3	47	19	19
36	3	41	51	33	3	3	9	1	7	7	47	15	17	7	27	9	7	17	47	7	3	31	7	31
38	31	13	51	53	45	45	7	57	19	29	49	45	17	3	3	45	39	17	59	3	31	25	43	5
40	45	13	51	33	3	13	45	23	23	53	13	23	19	3	3	9	39	17	13	3	45	47	43	47
42	45	39	51	11	13	45	45	57	1	31	49	13	17	13	3	9	13	13	11	45	45	25	19	5
44	3	13	63	33	45	3	19	57	7	19	19	15	17	19	19	45	13	17	37	31	3	37	19	37
46	3	39	51	33	3	3	9	1	1	29	9	15	17	3	15	9	39	17	3	3	3	47	43	47
48	3	13	63	19	45	45	45	57	19	29	37	19	17	31	19	9	39	17	37	13	45	37	19	37

	50	52	54	56	58	60	62	64
50	45	23	51	37	13	9	19	19
52	21	61	63	57	57	9	55	57
54	53	33	51	49	35	9	35	3
56	15	61	63	49	57	57	55	3
58	15	33	51	35	39	13	57	57
60	13	33	11	57	39	9	57	35
62	15	61	51	57	57	57	55	57
64	7	35	11	45	57	57	57	3

1 REARING BACK

Tell Opponent: "Restore 1 Magic Point. Add +2 to any Red or Orange that Scores next turn."

3 SWINGING

Tell Opponent: "Do no Thrusts next turn."

5 SWINGING LOW TO PARRY & STRIKE (SCORE -3)

Tell Opponent: "Do no Thrusts or Blue next turn. If on a Parrying page, turn to p. 53 and hit me with Thrust High (32)."

7 DAZED

SCORE 7

Tell Opponent: "Do only Yellow or Green (except Magic) next turn."

9 THRUSTING

Tell Opponent: "Do no Sideswings next turn."

11 ARM WOUND

SCORE 4

Tell Opponent: "You have lost any nocked Arrow. No restrictions next turn."

13 TAIL WOUND

SCORE 2

Tell Opponent: "Subtract 1 from all Tail Whips that Score for the rest of the game."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."

19 GLANCING BLOW

SCORE -2

Tell Opponent: "Do no Blue next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow or a Tail attack next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 SWINGING DOWN TO PARRY & STRIKE (SCORE -3)

Tell Opponent: "Do no Red or Blue next turn. If on a Parrying page, turn to p. 13 and strike me with Swing Low (2)."

27 WEAPON DISLODGED

Tell Opponent: "The weapon you just used is dislodged. If you have only one scimitar, do no Parry and Strike. If you have lost your bow, do not Fire any Arrows. If you are now unarmed, do only Magic, Green or Yellow (except Wild Swing)."

29 CROUCHING

Tell Opponent: "Do no Orange next turn."

31 ARM WOUND

SCORE 4

Tell Opponent: "Do no Parry and Strike next turn."

33 DODGING

Tell Opponent: "Add +2 to any Tail Whip or Down or Side Swing that Scores next turn."

- 35 EXTENDED RANGE BODY WOUND SCORE 3
Tell Opponent: "Do only Brown next turn."
- 37 DOUBLE PARRY SCORE -5
Tell Opponent: "No restrictions next turn."
- 39 TAIL WHIP
Tell Opponent: "Do no Thrusts next turn. If on a Score page, p. 33 or p. 43, go to p. 41."
- 41 KNOCKED DOWN SCORE 0
Tell Opponent: "Do only Yellow next turn. Lose any nocked arrow."
- 43 RETRIEVING WEAPON
Tell Opponent: "You have retrieved a weapon. No restrictions next turn."
- 45 PARRYING SCORE -3
Tell Opponent: "No restrictions next turn. If you have both scimitars, add +1 if you Score next turn."
- 47 DOUBLE BLADE ATTACK
Tell Opponent: "If on a Score page, wound me a second time, with a modifier of 0. No restrictions next turn."
- 49 THRUSTING TO PARRY & STRIKE (SCORE -3)
Tell Opponent: "Do no Sideswings next turn. If you are on a Parrying page, turn to p. 31 and strike me with Swing High (10)."
- 51 FIRING ARROW
Tell Opponent: "No restrictions next turn. If on a Score page of 0 or more, turn to p. 53. If on a Score page of less than 0, turn to p. 19."
- 53 BODY WOUND SCORE 5
Tell Opponent: "Do only Green or Yellow next turn."
- 55 EXTENDED RANGE REARING BACK
Tell Opponent: "Restore 1 Magic Point and do only Extended Range next turn."
- 57 EXTENDED RANGE BLOCKING AND ATTACKING
Tell Opponent: "Do only Extended Range next turn."
- 59 SWINGING HIGH TO PARRY & STRIKE (SCORE -3)
Tell Opponent: "Do no Thrusts or Red next turn. If on a Parrying page, turn to p. 13 and strike me with Thrust Low (14)."
- 61 EXTENDED RANGE DODGING
Tell Opponent: "Do only Extended Range next turn and add +2 to any Charge or Tail Whip that Scores."
- 63 ARROW LODGED IN SHIELD (if shieldless, turn to p. 51)
Tell Opponent: "You have fired an arrow into my shield. Turn to p. 17."