

| NAME | HEIGHT | BODY POINTS | MAGIC POINTS | MAGIC RESISTANCE | ATTACKS |
|------|--------|-------------|--------------|------------------|---------|
| Imp  | 2/4    | 4           | 6            | 2                | 1       |

| MANOEUVRES        |                 | PG   | X  | MOD | + |
|-------------------|-----------------|------|----|-----|---|
| MAGIC SPELL       | GREAT           | 36   | 54 | S   |   |
|                   | GREAT           | 26   | 54 | S   |   |
| RAKE              | SPINNING SLASH  | 28   | 60 | -1  |   |
|                   | HIGH            | 10   | 60 | -2  |   |
|                   | LOW             | 2    | 60 | -2  |   |
| TEAR              | HIGH            | 32   | 60 | -2  |   |
|                   | LOW             | 14   | 60 | -2  |   |
| RESTRICTED FLYING | TEAR            | (12) | 50 | -1  |   |
|                   | SWIPE           | (42) | 50 | -1  |   |
|                   | CLAW EYES       | (46) | 50 | -5  |   |
|                   | SWOOP           | (6)  | 50 | -1  |   |
|                   | STING           | (24) | 64 | +3  |   |
| MAGIC SPELL       | MAJOR           | 22   | 54 | S   |   |
|                   | MAJOR           | 38   | 54 | S   |   |
| SPECIAL           | KICK            | 34   | 60 | 0   |   |
|                   | WILD CLAW       | 40   | 60 | 0   |   |
|                   | STING           | 4    | 58 | +2  |   |
|                   | OPEN PORTAL     | 30   | 56 | S   |   |
| MAGIC SPELL       | MINOR           | 48   | 54 | S   |   |
|                   | MINOR           | 44   | 54 | S   |   |
| JUMP              | FLY UP          | 18   | 62 | -6  |   |
|                   | DODGE           | 8    | 52 | -4  |   |
|                   | FLY DOWN (LAND) | 20   | 52 | -5  |   |
|                   | AWAY            | 16   | 62 | -4  |   |

| EXTENDED RANGE |                  | PG |  | MOD | + |
|----------------|------------------|----|--|-----|---|
|                | FLYING ATTACK    | 50 |  | -2  |   |
|                | FLYING STING     | 64 |  | 0   |   |
|                | STING            | 58 |  | -3  |   |
|                | CLAW             | 60 |  | -6  |   |
|                | GREAT MAGIC      | 54 |  | S   |   |
|                | OPEN PORTAL      | 56 |  | S   |   |
|                | DODGE            | 52 |  | -5  |   |
|                | JUMP OR FLY BACK | 62 |  | -5  |   |

The Imp may cast both Red and Grey Magic. The Imp begins with 1 starting spell for every 3 Magic Points. Magic Resistance does not affect the Imp's own magic use. The Imp may cast Magic or Portal Walk while Flying.

The Imp takes half damage (rounded down) from non-magical weapons.

Special Rule: the first time an opponent is stung by an Imp, instruct them to do no Green for the rest of the game. After the second sting, instruct them also to do no Orange for the rest of the game. After the third sting, instruct them also to do no Red for the rest of the game. Subsequent stings have no further effect other than damage.

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

|    | 50 | 52 | 54 | 56 | 58 | 60 | 62 | 64 |
|----|----|----|----|----|----|----|----|----|
| 50 | 41 | 23 | 17 | 41 | 41 | 11 | 19 | 15 |
| 52 | 21 | 57 | 17 | 59 | 63 | 11 | 61 | 63 |
| 54 | 41 | 33 | 17 | 19 | 35 | 11 | 35 | 15 |
| 56 | 37 | 57 | 17 | 33 | 63 | 57 | 61 | 15 |
| 58 | 37 | 33 | 17 | 47 | 63 | 11 | 61 | 57 |
| 60 | 49 | 33 | 13 | 59 | 63 | 11 | 61 | 35 |
| 62 | 37 | 57 | 17 | 59 | 57 | 57 | 61 | 61 |
| 64 | 49 | 35 | 53 | 59 | 57 | 57 | 61 | 15 |

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. No restrictions next turn."

3 RAKING WITH CLAWS

Tell Opponent: "Do no Red next turn."

5 SPINNING AND SLASHING

Tell Opponent: "Do only Yellow or Spinning Slash next turn."

7 DAZED

SCORE 5

Tell Opponent: "Do only Jumps next turn."

9 TEARING HIGH

Tell Opponent: "Do no Red next turn."

11 TEARING LOW

Tell Opponent: "Do no Blue next turn."

13 LEG WOUND

SCORE 3

Tell Opponent: "Do no Orange next turn."

15 STINGING IN FLIGHT

Tell Opponent: "Do only Magic, Green or Restricted Flying next turn. If on a Score page, turn to p. 19 and sting me. See Special Rule.

17 CASTING MAGIC

Tell Opponent: "If on a Score page, reveal Magic Card. If on p. 23, turn to p. 33."

19 STRUCK OFF BALANCE

SCORE -1

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

21 TURNED AROUND

SCORE -1

Tell Opponent: "Do only Yellow or Sting next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. May do Restricted Flying."

25 KICKING

Tell Opponent: "Do no Yellow next turn."

27 TAIL WOUND

SCORE 1

Tell Opponent: "Do no Orange next turn."

29 LANDING

Tell Opponent: "Do no Flying Attacks next turn."

31 ARM WOUND

SCORE 3

Tell Opponent: "Do no Red, Orange or Magic next turn."

33 DODGING

Tell Opponent: "Do no Magic next turn."

- 35      EXTENDED RANGE BODY WOUND                      SCORE 3  
Tell Opponent: "Do only Brown next turn."
- 37      FLYING  
Tell Opponent: "Do only Green, Flying Attacks or Magic until you end Flying."
- 39      WING WOUND                                              SCORE 2  
Tell Opponent: "Do no Flying for the rest of the game. Do no Orange next turn."
- 41      KNOCKED DOWN                                              SCORE 0  
Tell Opponent: "Do only Jumps next turn. If you were Flying, take an additional +1 point damage."
- 43      CLAWING AT EYES  
Tell Opponent: "Turn to p. 7 and instruct me to do only Yellow next turn. Do only Green or Flying Attacks next turn."
- 45      TUMBLING IN FLIGHT                                              SCORE 0  
Tell Opponent: "Do only Green or Restricted Flying next turn, but Score no damage."
- 47      EXTENDED RANGE LEG WOUND                      SCORE 3  
Tell Opponent: "Do only Brown next turn."
- 49      WOUNDED IN FLIGHT                                              SCORE 3  
(if this is the 2<sup>nd</sup> Wounded in Flight, turn to p. 41)  
Tell Opponent: "Do only Green or Restricted Flying next turn."
- 51      SWOOPING  
Tell Opponent: "Do only Magic, Green or Restricted Flying (except Blue) next turn."
- 53      BODY WOUND                                              SCORE 3  
Tell Opponent: "Do only Green or Yellow next turn."
- 55      EXTENDED RANGE JUMPING AWAY  
Tell Opponent: "Restore 1 Magic Point and do only Extended Range next turn."
- 57      EXTENDED RANGE ATTACKING  
Tell Opponent: "Do only Extended Range next turn."
- 59      OPENING PORTAL  
Tell Opponent: "You have opened a portal leading to your own plane. You may either Escape, or restore either your Body Points or your Magic Points to their starting value and reappear on p. 57."
- 61      EXTENDED RANGE FLYING  
Tell Opponent: "Go to p. 57 and do only Extended Range Flying or Escape next turn."
- 63      STINGING  
Tell Opponent: "If on a Score page, or you see me Dodging or Retrieving Weapon, turn to p. 19 and sting me. See Special Rule."