

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Harrower Demon with Barbed Broadsword	4	19	1	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+4	
	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+1	
	LOW	2	64	+1	
THRUST	HIGH	32	60	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	64	0	
	LOW	12	64	0	
BLOCK & STRIKE	THRUST	22	60	-1	
	CHOP	44	64	0	
SPECIAL	ENFEEBLING GAZE	6	54	S	
	CLAW LOW	48	58	-2	
	CLAW HIGH	38	58	-2	
	KICK	34	56	0	
	WILD SWING	40	64	+1	
	DISLODGE WEAPON	30	64	-4	
	RETRIEVE WEAPON	46	52	-6	
	SLIP BEHIND	26	52	-3	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+4	
	SIDE SWING	64		-2	
	CLAW	58		-4	
	THRUST	60		-2	
	ENFEEBLING GAZE	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

The Harrower Demon takes half-damage (rounded up) from non-magical non-iron weapons. Due to the Harrower Demon's protective slime, all edged weapons suffer a 1 point penalty after each hit to a maximum of -3. Opponents hit by the Harrower Demon's Enfeebling Gaze must halve their positive damage modifiers, rounding down, for the rest of the game.

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

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	11	19	19
52	21	61	17	57	59	11	57	51
54	53	33	17	45	35	11	35	3
56	39	61	17	45	57	57	57	3
58	39	33	17	47	59	13	57	51
60	13	33	13	57	59	11	57	47
62	39	61	17	57	57	57	57	51
64	7	35	53	45	57	57	57	3

1 JUMPING AWAY

Tell Opponent: "Add +2 if you Score next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Thrusts or Red next turn. If on p. 19, add +1 to your Score."

5 SWINGING LOW

Tell Opponent: "Do no Thrusts or Blue next turn. If on p. 19, add +1 to your Score."

7 DAZED

SCORE 6

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

9 THRUSTING HIGH

Tell Opponent: "Do no Side Swings next turn. If on p. 53 and modified Score is 4 or more, then add +2. "

11 THRUSTING LOW

Tell Opponent: "Do no Sideswings or Red next turn. If on p. 53 and modified Score is 4 or more, then add +2."

13 LEG WOUND

SCORE 3

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn. If on p. 19, add +1 to your Score."

17 ENFEEBLING GAZE

Tell Opponent: "If you are on a Score page, turn to p. 19 and instruct me to halve all my positive damage modifiers, rounding down, for the rest of the game."

19 STRUCK OFF BALANCE

SCORE 0

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

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. If you tried to Slip Behind, turn to p. 21 and add +2 if you Score next turn."

25 KICKING

Tell Opponent: "Do no Blue or Yellow next turn."

27 WEAPON DISLODGED

Tell Opponent: "Do only Jumps or Special (except Wild Swing and Dislodge Weapon) until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange, but add +1 to any Blue that Scores next turn."

- 31 ARM WOUND SCORE 3
Tell Opponent: "Do no Orange next turn."
- 33 DODGING
Tell Opponent: "Add +2 to any Down or Side Swing that Scores next turn."
- 35 EXTENDED RANGE BODY WOUND SCORE 4
Tell Opponent: "Do only Brown or Enfeebling Gaze next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Blue next turn, but add +1 to any Orange that Scores."
- 39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn."
- 41 KNOCKED DOWN SCORE 0
Tell Opponent: "Do only Jumps next turn."
- 43 RETRIEVING WEAPON
Tell Opponent: "May use weapon again. No restrictions next turn."
- 45 PARRYING HIGH SCORE -5
Tell Opponent: "No restrictions next turn."
- 47 EXTENDED RANGE LEG WOUND SCORE 3
Tell Opponent: "Do only Brown next turn."
- 49 PARRYING LOW SCORE -5
Tell Opponent: "No restrictions next turn."
- 51 EXTENDED RANGE SWINGING
Tell Opponent: "Do only Brown or Black next turn."
- 53 BODY WOUND SCORE 4
Tell Opponent: "Do no Red or Orange next turn."
- 55 EXTENDED RANGE THRUSTING
Tell Opponent: "Do only Brown or White next turn. If on p. 35 and modified Score is 4 or more, then add +2."
- 57 EXTENDED RANGE BLOCKING & ATTACKING
Tell Opponent: "Do only Extended Range next turn."
- 59 CLAWING
Tell Opponent: "No restrictions next turn."
- 61 EXTENDED RANGE DODGING
Tell Opponent: "Do only Extended Range, but add +2 to any Charge or Swing that Scores."

63 BLOCK & STRIKE
Tell Opponent: “Do no Orange next turn.”