

NAME	HEIGHT	BODY POINTS	MR	ATTACKS
Vulture Demon with Glaive	5	23	1	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+3	
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	-1	
	LOW	2	64	-1	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	64	-1	
	LOW	12	64	-1	
PECK	LOW	22	50	+1	
	HIGH	6	50	+1	
TALON	SLASH	(44)	58	+2	
	POUNCE	(26)	58	+3	
	SLICE	(38)	58	+2	
SPECIAL	KICK	34	58	+3	
	WILD SWING	40	64	+1	
DEMON SPECIAL	DANCE OF RUIN	30	64	S	
	SPORE-CLOUD	48	52	S	
SPECIAL	RETRIEVE WEAPON	46	52	-6	
	BLOCK	4	56	0	
JUMP	FLY UP	18	62	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+5	
	SWING	64		+3	
	KICK	58		-1	
	THRUST	54		+2	
	SHRIEK	60		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

The Vulture Demon takes half-damage (rounded up) from non-magical weapons.

Talon attacks can only be performed after Flying Up or when otherwise instructed.

A lone Vulture Demon or a pair cannot carry out the Dance of Ruin (30). If three individual Vulture Demon have successfully performed the Dance, a blast of black energy is unleashed 5 turns later (if any of the participating Vulture Demon have been defeated, then no effect occurs, and the Dance must begin again). All opponents at close range are sent to p. 41 and lose Body Points equal to $\frac{1}{4}$ of the total current Body Points of the participating Vulture Demon (round down). Other Demons are not affected.

The Vulture Demon can release a cloud of spores once per combat. Opponents infected by the spores take 1 point damage per turn for 5 turns. At the end of this time, they are covered in spiny growths which restrict movement, and for the rest of the game must subtract 1 Body Point whenever they do Orange manoeuvres, Jumps or Charge. Undead, demons and golems are not affected. Holy water or a protection from poison spell are effective against the spores.

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

	50	52	54	56	58	60	62	64
50	45	23	9	45	41	51	19	19
52	21	61	9	57	25	51	57	35
54	53	33	45	45	35	51	35	3
56	39	61	9	45	57	57	57	3
58	39	33	57	47	25	13	57	57
60	13	33	13	57	25	51	57	47
62	39	61	57	57	57	57	57	57
64	7	35	53	45	57	51	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."

5 SWINGING LOW

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

7 DAZED

SCORE 6

Tell Opponent: "Do only Green or Yellow (except Vulture Demon Special) next turn."

9 THRUSTING

Tell Opponent: "Do no Sideswings next turn."

11 PECKING

Tell Opponent: "No restrictions next turn."

13 LEG WOUND

SCORE 3

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

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 WING WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn; if this is your second Wing Wound, do no Talon attacks for the rest of the game."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green or Yellow (except Vulture Demon Special) next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. May do Talon attacks next turn."

25 KICKING

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

27 WEAPON DISLODGED

Tell Opponent: "Do only Kick, Peck, Talon, Dance of Ruin, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange next turn."

31 ARM WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn."

33 DODGING

Tell Opponent: "Do no Thrusts next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

37 FLUTTERING IN AIR

Tell Opponent: "Do no Blue, but you are Height 6 next turn only. You may do Talon attacks next turn. You may also choose to fly away (Escape) if you have not suffered a Wing wound."

39 CHARGING

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

41 KNOCKED DOWN

SCORE 0

Tell Opponent: "Do only Yellow next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Orange next turn."

45 PARRYING

SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 3

Tell Opponent: "Do only Brown next turn."

49 BLOCKING

SCORE -5

Tell Opponent: "Do no Orange next turn."

51 SHRIEKING

Tell Opponent: "Instruct me to drop my primary weapon; turn to p. 19. No restrictions next turn."

53 BODY WOUND

SCORE 5

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

55 CLOUD OF SPORES

Tell Opponent: "If on a Score page, you have infected me with spores. See Special Rule. You may not attempt this attack again for the rest of the game."

57 EXTENDED RANGE BLOCKING & ATTACKING

Tell Opponent: "Do only Extended Range next turn."

59 STRIKING WITH TALONS

Tell Opponent: "Remain at Height 6 next turn only. May do Talon attacks next turn."

61 POUNCING

Tell Opponent: "If on a Score page, turn to p. 41. Do no Talon attacks next turn."

63 DANCE OF RUIN

Tell Opponent: "No restrictions next turn. See Special Rule."