

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	MR	ATTACKS
Reaver Demon with Short Sword	4	14	12	2	1

MANOEUVRES		PG	X	MOD	+
MAGIC	MAJOR	36	54	S	
DOWN SWG	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	60	+1	
	LOW	14	60	+1	
FAKE	THRUST	38	64	-1	
	SIDE SWING	22	60	0	
CLAW	LOW	42	56	-2	
	HIGH	12	56	-2	
REAVES DEMON SPECIAL	BESTOW DEATH	(44)	56	S	
	STEAL DEATH	4	56	S	
	TOUCH	6	56	S	
SPECIAL	KICK	34	56	0	
	WILD SWING	40	58	+1	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
	SLIP BEHIND	26	52	-3	
MAGIC	MINOR	48	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+4	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST	60		-5	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Reaver Demon may cast Grey Magic only. It begins with 1 spell for every 3 Magic Points. Magic Resistance does not affect the Reaver Demon's own spell casting.

The Reaver Demon's Touch (6) drains 1 Body Point from an opponent. However, its Kick (34) and Claw attacks (42, 12) do not drain Body Points and opponents who touch the Reaver Demon themselves do not suffer any ill effects.

Any humanoid opponent whose death is stolen (4) by a Reaver Demon will become a Skeleton under the control of the demon if reduced to -4 Body Points or worse in that or in any subsequent combat, unless the Reaver Demon is subsequently destroyed.

After successfully Stealing Death, the Reaver Demon may then Bestow Death (44) on a different opponent – if this opponent is reduced to negative Body Points, they are immediately slain and become a Wraith under the control of the demon.

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

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	11	19	19
52	21	57	17	57	57	11	61	57
54	53	33	17	45	35	11	35	3
56	39	57	17	45	57	57	61	3
58	39	33	17	47	5	13	57	57
60	13	33	13	57	5	11	57	47
62	39	57	17	57	57	57	61	57
64	7	35	53	45	57	57	57	3

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. No restrictions 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 Yellow or Green (except Magic) next turn."

9 THRUSTING HIGH

Tell Opponent: "No restrictions next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Red next turn."

13 LEG WOUND

SCORE 3

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "If on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE 0

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

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "Turn to p. 21. No restrictions next turn, and double your positive damage modifier if you wound me next turn."

25 KICKING

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

27 WEAPON DISLODGED

Tell Opponent: "Do only Kick, Claw, Magic or Reaver Demon Special until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange, but add +2 to any Blue that Scores next turn."

31 ARM WOUND

SCORE 3

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

33 DODGING

Tell Opponent: "Do no Magic, but add +2 to any Orange that Scores next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 4

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

37 JUMPING UP

Tell Opponent: "Do no Blue next turn. You are at Height 6 next turn only."

39 CHARGING

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

41 KNOCKED DOWN

SCORE 1

Tell Opponent: "Do only Jumps next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. No restrictions 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 WING WOUND

SCORE 3

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

51 CLAWING

Tell Opponent: "No restrictions next turn."

53 BODY WOUND

SCORE 4

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

55 STEALING DEATH

Tell Opponent: "If on a Score page, turn to p. 19 but Score no damage - you have successfully stolen my death. See Special Rule. You may Bestow Death on another."

57 EXTENDED RANGE BLOCKING

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

59 BESTOWING DEATH

Tell Opponent: "No restrictions next turn. If on a Score page, turn to page 19 but Score no damage - you have bestowed death on me. See Special Rule."

61 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. Do only Extended Range next turn."

63 STRENGTH-DRAINING TOUCH

Tell Opponent: "Do no Yellow next turn. If unmodified Score is 0 or more, go to p. 19 and drain 1 of my Body Points."