

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	COMMAND POINTS	ATTACKS
Necromancer with Cursed Daggers	4	11	12	10	1

MANOEUVRES		PG	X	MOD		+
				B	S	
DOWN SWING						
	SMASH	24	50	+1	0	
SIDE SWING	STRONG	28	64	+1	0	
	HIGH	10	64	0	-1	
	LOW	2	58	0	-1	
THRUST	HIGH	32	64	-1	0	
	LOW	14	58	-1	0	
FAKE	HIGH	42	58	0	-1	
	LOW	12	64	0	-1	
	SIDE SWING	22	58	-1	0	
	THRUST	38	58	0	-1	
MAGIC SPELL	GREAT	36	54	S		
	MAJOR	26	54	S		
SPECIAL	THROW DAGGER	6	60	0	+2	
	DISLODGE WEAPON	30	58	-4	-4	
	WILD SWING	40	58	+1	0	
	COMMAND UNDEAD	34	56	S		
	RETRIEVE WEAPON	46	52	-6	-6	
MAGIC SPELL	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		+2	+2	
	SWING HIGH	64		-6	-6	
	SWING LOW	58		-6	-6	
	THROW DAGGER	60		0	+2	
	GREAT MAGIC	54		S		
	BLOCK & CLOSE	56		0	0	
	DODGE	52		-6		
	JUMP BACK	62		-6		

Start daggers: 2 bone (B), 2 stone (S).

The Necromancer may only perform Grey magic and begins with 1 spell for every 3 Magic Points. He has knowledge of 1 spell for every 2 Magic Points.

The Necromancer's daggers bear powerful curses. Because of these, the Necromancer may only cast magic if he has a hand free. A dagger may be drawn or sheathed by performing a successful Dodge. A dagger may be dropped at any time. If a human opponent is destroyed by a blow from a bone dagger, he turns into either a skeleton or a zombie. If destroyed by the stone dagger, he turns into either a wraith or a ghoul.

Command (34) may only be used against undead opponents. To successfully command undead, spend 1 Command Point for every current Body plus Magic Point of opponent(s). Starting Command Points are increased by 1 whenever starting Body or Magic points are increased.

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

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	51	19	19
52	21	57	17	57	5	63	55	57
54	53	33	17	45	35	9	35	3
56	39	57	17	45	57	61	55	3
58	39	33	11	47	5	13	57	57
60	13	33	13	57	5	51	57	47
62	39	57	11	57	57	61	55	57
64	7	35	53	45	57	61	57	3

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point if you have a hand free."

3 SWINGING HIGH

Tell Opponent: "Do no Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Blue next turn."

7 DAZED

SCORE 8

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

9 THRUSTING

Tell Opponent: "No restrictions next turn."

11 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, but if on a Score page, reveal Magic card."

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "No restrictions next turn."

17 CASTING MAGIC

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

19 STRUCK OFF BALANCE

SCORE 1

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: "No restrictions next turn."

25 COMMANDING UNDEAD

Tell Opponent: "If on a Score page, spend Command Points and turn to p.41. I will now serve you for the rest of the game."

27 WEAPON DISLODGED

Tell Opponent: "The weapon you just used has been dislodged. If unarmed, do only Command Undead, Magic, Green or Yellow (except Wild Swing) 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 5

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

33 DODGING

Tell Opponent: "Do no Magic. You may draw or sheathe a dagger."

35 EXTENDED RANGE BODY WOUND SCORE 6

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

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

39 CHARGING

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

41 KNOCKED DOWN SCORE 1

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

43 RETRIEVING WEAPON

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

45 PARRYING HIGH SCORE -2

Tell Opponent: "No restrictions next turn. If you have both daggers, add +1 if you Score next turn."

47 EXTENDED RANGE LEG WOUND SCORE 5

Tell Opponent: "Do Brown next turn."

49 PARRYING LOW SCORE -2

Tell Opponent: "No restrictions next turn. If you have both daggers, add +1 if you Score next turn."

51 THROWING DAGGER

Tell Opponent: "Do no Orange next turn. If unmodified Score is greater than 0, turn to p. 53. If unmodified Score is 0 or less, turn to p. 19."

53 BODY WOUND SCORE 6

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

55 EXTENDED RANGE JUMPING AWAY

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

57 EXTENDED RANGE BLOCKING

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

59 PUSHED OFF BALANCE SCORE 1

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

61 EXTENDED RANGE THROWING DAGGER

Tell Opponent: "Do no White next turn. If on a Score page, go to p. 35."

63 DAGGER LODGED IN SHIELD (if shieldless, turn to p. 59)

Tell Opponent: "Do no Orange next turn. Turn to p. 17."