

NAME	HEIGHT	BODY POINTS	MAGIC POINTS:12		WARDING POINTS	ATTACKS
			RED	WHITE		
Mage-Priest with Staff	4	10	6	6	8	1/2*

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+2	
	SMASH	24	50	+1	
SIDE SWING	STRONG*	28	64	+1	
	HIGH*	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	60	-2	
	LOW	14	60	-2	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
BLOCK & STRIKE	THRUST	22	60	-2	
	SWING	44	64	-1	
MAGIC SPELL	MAJOR	38	54	S	
	MINOR	48	54	S	
SPECIAL					
	WARD UNDEAD	34	56	S	
	WILD SWING	40	58	+2	
	HOLY BLESSING	(30)	58	+2	
	RETRIEVE WEAPON	46	52	-6	
BLOCK	HIGH	26	56	0	
	LOW	4	56	0	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+3	
	SWING HIGH	64		-1	
	SWING LOW	58		-1	
	THRUST	60		-2	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

The Mage-Priest may cast both Red and White magic only and begins with 1 spell for every 3 Magic Points in those colours.

The Holy Blessing (30) restores Body Points to self or others (and inflicts damage on all Undead) equal to its modifier.

Ward (34) may only be used against undead and demonic opponents but has an unlimited effective Attacks value. To successfully ward off undead or demons, spend 1 Warding Point for every current Body plus Magic Points of opponent(s). To instantly defeat undead or demons, spend 3 Warding points for every 2 original Body plus Magic Points, rounding down. Undead and demons that have been warded off must do only Jumps or Wild Swing (at Extended Range only Jumps) until they lose Body Points in a subsequent attack. Starting Warding Points are increased by 1 whenever starting Body or Magic points are increased.

Type of Undead	Experience Points Value	Warding Points to:	
		Ward	Defeat
Skeleton	7	7	10
Wraith	8	8	12
Zombie	9	9	13
Ghoul	12	12	18
Mummy	12	12	18
Wight	16	16	24
Death Knight	24	24	36
Vampiress	25	25	37
Lich	26	26	39

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

	50	52	54	56	58	60	62	64
50	45	23	17	59	41	11	19	19
52	21	61	17	57	5	11	55	51
54	53	33	17	45	35	11	35	3
56	39	61	17	45	51	57	55	3
58	39	33	17	47	5	13	57	51
60	13	33	13	57	5	11	57	47
62	39	61	17	57	51	57	55	51
64	7	35	53	45	51	57	57	3

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. May attempt Holy Blessing 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 8

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 Orange next turn."

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no Red or 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 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. May attempt Holy Blessing."

25 WARDING UNDEAD

Tell Opponent: "If on a Score page, spend Warding Points and turn to p.41. I will do only Jumps or Wild Swing each turn until you Score positive damage on me."

27 WEAPON DISLODGED

Tell Opponent: "Do only Magic, Ward, Holy Blessing, 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 Red, Orange, Magic or Ward next turn."

33 DODGING

Tell Opponent: "Do no Magic, but add +1 to any Down or Side Swing that Scores next turn. May attempt Holy Blessing."

35 EXTENDED RANGE BODY WOUND

SCORE 6

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue, but add +2 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 Jumps next turn."

43 RETRIEVING WEAPON

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

45 PARRYING

SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

49 HOLY BLESSING

Tell Opponent: "Restore Body Points to self or others. Undead opponents take damage. May attempt Blessing again next turn."

51 EXTENDED RANGE SWINGING

Tell Opponent: "Do only Brown or Black next turn."

53 BODY WOUND

SCORE 6

Tell Opponent: "Do only Green or Yellow 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 Warding Point. Do only Extended Range next turn."

59 BLOCKING

SCORE -5

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

61 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range, but add +2 to any Charge or Swing that Scores."

63 WEAPON BROKEN

Tell Opponent: "Subtract 2 from all scores, cumulative, for the rest of the game."