

NAME	HEIGHT	BODY POINTS	WARDING POINTS	ATTACKS
Monk with Flail	4	12	15	1/2*

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+3	
	SMASH	24	50	+2	
SIDE SWING	STRONG*	28	64	+1	
	HIGH*	10	64	0	
	LOW	2	64	0	
THRUST	HIGH	32	54	-3	
	LOW	14	60	-3	
FAKE	HIGH	42	64	-2	
SPECIAL					
	READ SCROLL	6	58	S	
	WARD UNDEAD	34	56	S	
	WILD SWING	40	64	+3	
JUMP	HOLY BLESSING	(30)	52	+2	
	RETRIEVE WEAPON	46	52	-6	
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	64		+3	
	READ SCROLL	58		S	
	THRUST HIGH	54		-2	
	THRUST LOW	60		-2	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

The Monk begins with 2 scrolls.

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 opponents but has an unlimited effective Attacks value. To successfully ward off undead, spend 1 Warding Point for every current Body plus Magic Points of opponent(s). To instantly defeat undead, spend 3 Warding points for every 2 original Body plus Magic Points, rounding down. Undead 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 Points are increased.

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

	50	52	54	56	58	60	62	64
50	45	23	9	53	41	11	19	19
52	21	57	9	57	17	11	61	51
54	53	33	49	49	35	11	35	3
56	39	57	9	49	17	59	61	3
58	39	33	59	47	17	13	57	51
60	13	33	13	57	17	11	57	47
62	39	57	59	57	17	59	61	51
64	7	35	53	49	17	59	57	3

1 JUMPING AWAY

Tell Opponent: "Add +2 if you Score next turn. May attempt Holy Blessing."

3 SWINGING HIGH

Tell Opponent: "Do no Thrusts or Red next turn. If on p. 13, turn to p. 41."

5 SWINGING LOW

Tell Opponent: "Do no Thrusts or Blue next turn. If on p. 13, turn to p. 41."

7 DAZED

SCORE 8

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

9 THRUSTING HIGH

Tell Opponent: "Do no Sideswings next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Sideswings or Red 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 READING SCROLL

Tell Opponent: "Do only Green or Yellow next turn (at Extended Range, do only Brown), but if on a Score page, read Scroll."

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. 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 until you Score positive damage on me."

27 WEAPON DISLODGED

Tell Opponent: "Do only Ward, Holy Blessing, 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."

31 ARM WOUND

SCORE 5

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

33 DODGING

Tell Opponent: "Add +2 to any Down or Side Swing that Scores next turn. May attempt Holy Blessing next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 5

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 0

Tell Opponent: "Do only Jumps 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. If modified Score is 0 or more, then add +3 and turn to p. 27. If modified Score is -1 or more, then add +3."

47 EXTENDED RANGE LEG WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

49 PARRYING

SCORE -4

Tell Opponent: "No restrictions next turn."

51 EXTENDED RANGE SWINGING

Tell Opponent: "Do only Brown or Black next turn, except if on p. 47, turn to p. 41."

53 BODY WOUND

SCORE 5

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

55 WEAPON BROKEN (if weaponless, turn to p. 1)

Tell Opponent: "Subtract 5 from all modifiers for the rest of the game. Ignore all special instructions."

57 EXTENDED RANGE BLOCKING

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

59 EXTENDED RANGE THRUSTING

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

61 EXTENDED RANGE JUMPING AWAY

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

63 HOLY BLESSING

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