

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	COMMAND POINTS	ATTACKS
Dark Priestess with Sickle	4	10	10	15	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+3	
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+2	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HOOK SHIELD	32	60	-4	
	HOOK LEG	14	60	-5	
MAGIC SPELL	MAJOR	38	54	S	
SPECIAL	COMMAND UNDEAD	34	56	S	
	WILD SWING	40	58	+2	
	UNHOLY CURSE	(30)	58	+2	
	RETRIEVE WEAPON	46	52	-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		+3	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	HOOK LEG	60		-7	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Dark Priestess may use Grey magic only. She begins with 1 spell for every 3 Magic Points. She has access to all Grey spells. When she successfully casts a spell, she loses 1 Body Point for every 3 Magic Points spent. If she drops below 0 Body Points in a turn in which she casts or attempts to cast magic, she immediately and permanently becomes a Wraith.

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.

The Dark Priestess's Curse (30) restores Body Points equal to the modifier to undead allies or self and sends all living opponents to p. 41.

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

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

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. May attempt Unholy Curse next turn."

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 HOOKING SHIELD

Tell Opponent: "Do no Blue next turn. If on p. 53, turn to p. 55."

11 HOOKING LEG

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

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, sacrifice Body Points and 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 Unholy Curse 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: "Do only Magic, Command, Unholy Curse, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING

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

31 ARM WOUND

SCORE 5

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

33 DODGING

Tell Opponent: "Do no Magic, but add +2 to any Down or Side Swing that Scores next turn. May attempt Unholy Curse 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 +2 to any Orange that Scores next turn."

39 CHARGING

Tell Opponent: "Do no 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 Magic next turn."

45 PARRYING

SCORE -5

Tell Opponent: "No restrictions next turn. If modified Score is 0 or more, then add +2."

47 EXTENDED RANGE LEG WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

49 WOUNDED WHILE CASTING MAGIC

SCORE 5

Tell Opponent: "Do only Green or Yellow next turn. If reduced below 0 Body Points in this turn, your character is permanently dead, but in the next turn can rise as a Wraith with Sickle, at p. 57. See Special Rule."

51 UNHOLY CURSE

Tell Opponent: "Restore Body Points to self or undead allies. Send living opponents to p. 41. May attempt Unholy Curse again next turn."

53 BODY WOUND

SCORE 5

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 Command Point. Do only Extended Range next turn."

59 EXTENDED RANGE HOOKING LEG

Tell Opponent: "Do only Extended Range next turn, except if on p. 47, go to p. 41 and do no Extended Range."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, but if on a Score page, sacrifice Body Points and reveal Magic Card."

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

Tell Opponent: "Do no Thrusts and subtract -5 from all Scores for the rest of the game."