

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Wight with Sword	4	8	8	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+2	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	60	0	
	LOW	14	60	0	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
	SIDE SWING	22	60	-1	
	THRUST	38	58	0	
SPECIAL	TOUCH	6	56	S	
	CURSE	(30)	54	+2	
	WILD SWING	40	58	+2	
	KICK	34	56	0/S	
	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	
	THRUST	60		-5	
	FEAR	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Wight may cast Grey magic only and begins with 1 spell for every 3 Magic Points.

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

Whenever a Wight touches or is touched by an opponent with anything except a weapon or shield, it drains 1 Body Point.

Non-iron weapons do a maximum of 2 points damage when they score, regardless of calculated damage. Iron weapons do half normal damage (round up). Silver and magical weapons do full normal damage.

Experience Points for defeating a Wight are the sum of Body and Magic Points.

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

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

1 JUMPING AWAY

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

3 SWINGING HIGH

Tell Opponent: "Do no Touch, Thrusts or Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Touch, Thrusts or Blue next turn."

7 DAZED

SCORE 6

Tell Opponent: "Do only Jumps 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 4

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: "May attempt to Curse next turn."

25 KICKING

Tell Opponent: "Do no Blue or Yellow next turn, but if unmodified Score is 0 or more, also drain 1 of my Body Points."

27 WEAPON DISLODGED

Tell Opponent: "Do only Fear, Curse, Touch, 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, Magic or Touch next turn."

33 DODGING

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

35 EXTENDED RANGE BODY WOUND

SCORE 5

Tell Opponent: "Do only Brown or Fear 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, but add +1 to any Down Swing that Scores."

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

SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

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

49 CURSING

Tell Opponent: "You have Cursed me. Turn to p. 41. Restore Body Points."

51 KICKED OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green or Yellow next turn, but drain 1 of my Body Points."

53 BODY WOUND

SCORE 5

Tell Opponent: "Do no 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: "Do only Extended Range next turn."

59 PARALYZING FEAR

Tell Opponent: "No restrictions next turn, and if on a Score page, turn to p. 19."

61 EXTENDED RANGE DODGING

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

63 STRENGTH-DRAINING TOUCH

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