

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	COMMAND POINTS	ATTACKS
Lich with Magic Staff	4	9	15 + staff	12	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	58	0	
THRUST	HIGH	32	60	-2	
	LOW	14	60	-2	
FAKE	HIGH	42	58	0	
	LOW	12	64	0	
BLOCK & STRIKE	SIDE SWING	22	60	-2	
	THRUST	44	58	-1	
MAGIC	GREAT	26	54	S	
	MAJOR	38	54	S	
SPECIAL	TOUCH	6	56	S	
	COMMAND UNDEAD	34	56	S	
	WILD SWING	40	58	+3	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
	BLOCK	4	56	0	
MAGIC	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		+1	
	SWING LOW	58		+1	
	THRUST	60		-1	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-4	
	JUMP BACK	62		-4	

The Lich may cast both Red and Grey magic and begins with 1 spell for every 3 Magic Points. The Lich's Magic Staff provides a bonus one-third (rounded up) to the Lich's Magic Point total. Staff Magic Points are not counted when determining starting spells.

Whenever a Lich touches (6) or is touched by an opponent with anything except a weapon or shield, the opponent must do only Jumps for the next 2 turns. Unless cold resistant, they also take 1 Body Point damage. This Body Point is NOT added to the Lich's total.

All non-magical weapons do half calculated damage to the Lich (round up). Magical weapons do normal damage.

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

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

	50	52	54	56	58	60	62	64
50	45	23	17	49	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	57
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 non-staff Magic Point. No restrictions next turn."

3 SWINGING HIGH

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

5 SWINGING LOW

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

7 DAZED

SCORE 7

Tell Opponent: "Do only Green or Yellow 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 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 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."

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 Touch, Command Undead, Magic, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange next turn."

31 ARM WOUND

SCORE 4

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

33 DODGING

Tell Opponent: "Do no Magic, but add +1 to any Down or Side Swing that Scores 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 Green or Yellow next turn."

41 KNOCKED DOWN SCORE 0

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 -3

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 4

Tell Opponent: "Do only Brown next turn."

49 BLOCKING SCORE -4

Tell Opponent: "No restrictions next turn."

51 EXTENDED RANGE SWINGING

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

53 BODY WOUND SCORE 5

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

55 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore 1 non-staff 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 BONE-CHILLING TOUCH

Tell Opponent: "Do no Yellow next turn. If unmodified Score is 0 or more, I will do only Jumps for the next 2 turns and lose 1 Body Point."

61 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range next turn, and add +1 if you Score."

63 WEAPON BROKEN

Tell Opponent: "Subtract 2 from all scores, cumulative, for the rest of the game. You may not draw upon Staff Magic Points."