

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	COMMAND POINTS	ATTACKS
Summoner with Rod	4	10	10	15	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+2	
	SMASH	24	50	+1	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	-1	
	LOW	2	58	-1	
THRUST	HIGH	32	60	-2	
	LOW	14	60	-2	
FAKE	HIGH	42	58	-2	
	LOW	12	64	-2	
MAGIC SPELL	SUMMONING	26	54	S	
	MAJOR	38	54	S	
SPECIAL	WILD SWING	40	58	+1	
	COMMAND	34	56	S	
	RETRIEVE WEAPON	46	52	-6	
MAGIC SPELL	OPEN PORTAL	30	56	S	
	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		+2	
	SWING HIGH	64		-4	
	SWING LOW	58		-4	
	THRUST	60		-4	
	GREAT MAGIC	54		S	
	OPEN PORTAL	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

For Special Rules, see end of file.

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

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

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic or 1 Command Point. No restrictions 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: "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 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but 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 or Open Portal next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 COMMANDING UNDEAD OR DEMON

Tell Opponent: "If on a Score page, spend Command Points. I will now serve you for the rest of the game."

27 WEAPON DISLODGED

Tell Opponent: "Do only Magic, Command, Green or Yellow (except Wild Swing) until weapon has been retrieved. At the end of every turn without your rod, you may lose control over summoned allies. See Special Rule."

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 Red, Orange or Magic 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 6

Tell Opponent: "Do only Brown (except Open Portal) 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 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 HIGH SCORE -3

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND SCORE 5

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW SCORE -3

Tell Opponent: "No restrictions next turn."

51 EXTENDED RANGE ATTACKING

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

59 OPENING PORTAL

Tell Opponent: "You have opened a portal. Determine randomly what undead or demonic creature emerges from it. No restrictions next turn."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, except if on a Score page, reveal Magic Card."

63 WEAPON BROKEN

Tell Opponent: "Subtract 5 from all weapon Scores for the rest of the game; you may immediately lose control over any summoned allies. See Special Rule."

Command (34) may only be used against undead and demonic opponents. To successfully command undead or demons, 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 Summoner can cast Grey Magic only and begins with 1 spell for every 3 Magic Points. He is not required to choose Summoning spells, though they may be useful. Summon (26) is only used to cast Great Magic summoning spells at close range. Undead or demons summoned using these spells are automatically under the control of the Summoner. These spells are:

1. Summon Non-corporeal Undead

Tell Summoner: "No restrictions next turn."

Tell Opponent: "I have summoned an undead being to fight against you."

<GREAT> cost 1 point per Experience Point of undead being; summon wraith or similar non-corporeal undead (spectre, ghost etc.). May summon an undead being with fewer Body Points than normal. May not be used to summon other undead.

2. Summon Undead

Tell Summoner: "No restrictions next turn."

Tell Opponent: "I have summoned an undead being to fight against you."

<GREAT> cost 1 point per Experience Point of undead being; summon skeleton, zombie, ghoul, mummy, wight, lich, vampire etc. Must summon an entity with the normal Body Point total. Can also be used to summon wraiths etc.

3. Summon Demon

Tell Summoner: "No restrictions next turn."

Tell Opponent: "I have summoned a demon to fight against you."

<GREAT> cost 1 point per Experience Point of demon

The Summoner may choose to cast these spells using half the usual number of Magic Points (round down). However, if he does and his rod is then broken, he immediately loses control over all summoned undead or demonic creatures, which will turn on him. If his rod is dislodged, there is a 50% chance per turn for each summoned creature to turn against him.*

Manoeuvres 30 and 56 (Open Portal) cost only 1 Magic Point to perform. The Summoner is unable to choose what undead or demonic creature emerges from the portal. The creature is not under the control of the Summoner. There is a 50% chance it will attack him rather than his opponent.* Uncontrolled creatures may subsequently be Commanded, if he has sufficient Command Points.

*Optional rule: instead of switching opponents in a 2 vs 1 combat, run a 3 vs. 3 combat when a summoned creature escapes control.

Example Summoning Table:

% roll	Creature
1-4	Boneless Husk
5-12	Skeleton
13-19	Skeletal Warrior
20-30	Wraith
31-37	Hordling
38-43	Zombie
44-50	Imp
51-54	Skeletal Mage
55-60	Ghoul
61-65	Mummy
66-69	Watcher Demon
70-73	Giant Skeleton
74-75	Dancing Bones
76	Undead Unicorn
77-82	Wight
83-85	Tabanus Fly Demon
86-87	Worm-that-Walks
88-89	Harrower Demon
90	Death Knight
91-92	Vulture Demon
93-94	Vampiress
95-97	Reaver Demon
98	Lich
99	Marilith
00	other