

High Folk - Coven of the Black Bolt: Blackstone Sorcerer and Six Black Bolters

			Melee	Ranged	AP/HP	1	2	3	4	5	6
STR	13	Left Leg	1-4	1-3	7/7	5/6	5/6	5/6	5/6	5/6	5/6
CON	13	Right Leg	5-8	4-6	7/7	5/6	5/6	5/6	5/6	5/6	5/6
SIZ	20	Abdomen	9-11	7-10	7/7	5/6	5/6	5/6	5/6	5/6	5/6
DEX	12	Chest	12	11-15	7/8	5/7	5/7	5/7	5/7	5/7	5/7
INT	16	Right Arm	13-15	16-17	7/6	5/5	5/5	5/5	5/5	5/5	5/5
POW	19/15	Left Arm	16-19	18-19	7/6	5/5	5/5	5/5	5/5	5/5	5/5
CHA	10	Head	19-20	20	7/7	5/5	5/6	5/6	5/6	5/6	5/6
Actions	3			Total HP	20:	18:	18:	18	18:	18:	18:
Move	9										
SR	10	Sorcery 85%, POW 19: Stored 15:									
Lightning 3, C/D Gnome 3 Protection 3, Countermagic 4 Sharp/ Dull 3, Heal/ Wound 3 Enhance/ Dim 4, Command 2					1	2	3	4	5	6	
					POW 15	POW 15	POW 15	POW 15	POW 15	POW 15	
					Anguish 3						

Damage Bonus – 1d3

Attacks	Reach	Attack	Parry	Damage	Special
Boltblade	+3	75	55	1d10+1d6	Black Lightning
Bolt of Anguish	14 yds	POW	vs. POW	3d3	to random locations and agony
Finger spine*	+0	65		1d3	but a stealth check can negate armour

*Sorcerer

Skills: High Speech 90, Sorcery 85, Blue Moon Lore 70, Elemental lore 60, Dark Tongue 50, Stealth 65

Gear: Yellow highlight – Blackstone harness , Finger Spine with Paralysis 15 poison.

Others – 6 Armours of the Black Bolt a reptilian terror that hurls spikes from its throat, 6 Boltblades

Tactics

The sorcerer hangs back casting while the Boltbladers protect and attack, trying to wear down opponents with Bolts of Anguish, then ganging up on the few remaining.

If possible the sorcerer will cast countermagic before the encounter begins, as well as Protection, then Sharpen on a boltblade or two, and CD Salamander.

Anguish [Man, Mastery] Range – POW in Metres POW Check – Yes
 Cost to Learn – Initiation, 1 Permanent POW per level

Magnitude – Variable; Caster must dedicate a single Action per round to the Magnitude
 In rounds or the spell ceases.

If the target's POW is overcome, it suffers an immediate 1d3 damage to a random location [1d20]. Each Magnitude subjects the target to another contest of POW and the listed effects on subsequent rounds. Thus a Magnitude 4 spell would cost 4 POW and last for 4 rounds, subjecting the target to 4 POW vs. POW rolls to avoid the Anguish.

If the Head, Abdomen or Chest is rolled and POW overcome, the target is overwhelmed by the pain and loses its Major Action for that turn.