

**Koli's Ogre Bandits:** (Note: If **Hvit** is killed at the Watchpost, she is not fighting inside the Canyon)> If she is not killed, she climbs down and shoots from behind the heroes.

### Koli (Ogre Initiate of Cacodaemon)

		Location	Melee	Ranged	AP	Hit Points
STR	22	R. Leg	1-4	1-3	5	5
CON	12	L. Leg	5-8	4-6	5	5
SIZ	15	Abdomen	9-11	7-10	6	5
DEX	16	Chest	12	11-15	6	6
INT	15	R. Arm	13-15	16-17	4	4
POW	16	L. Arm	16-18	18-19	4	4
CHA	14	Head	19-20	20	4	5
Actions	3					
Move	8					
SR	10	15				
HP	13					

Attacks	Reach	Attack	Parry	Damage
Great Club	2	75	60	1d10+2+1d6
Comp. Bow	-	60		1d8+1+1d6
Thrown Knife	-	50		1d4+1+1d6

Skills: Ambush 95, Hide 94, Camouflage 60, Ride 55, Spot 65, Listen 90, Set/ Disarm trap 60

Spells: **Bludgeon 3, Disruption 2, Farsee 1, Heal 3, Multimissile 3, Spirit Shield 2**

Languages: Lunar 40, Sartarite 65, Praxian 35, River folk 40

10L, Silver ring [20L] set with a 5 point POW storage gem, Scale legs, mail hauberk, hard leather arms and head.

### Ogre Bandits #1

		Armor	Melee	Ranged	HP 14	HP 15	HP 13
STR	17	Left Leg 2	1-4	1-3	5	5	5
CON	11	Right Leg 2	5-8	4-6	5	5	5
SIZ	13	Abdomen 2	9-11	7-10	5	5	5
DEX	11	Chest 4	12	11-15	6	6	6
INT	9	Right Arm 2	13-15	16-17	4	4	4
POW	11	Left Arm 2	16-19	18-19	4	4	4
CHA	9	Head 4	19-20	20	5	5	5
Actions	3						
Move	8						
SR	14				<b>Hvit</b>	<b>Gor</b>	<b>Dunna</b>
HP	13	Wounded		MP 11	Multimissile 1	Demoralize	
	13						
	13						

Skills: Perception 40, Stealth 35

Attacks	Reach	Attack	Parry	Damage	
Battle Axe	1	40	35	1d6+3+1d4	Bleed, Stun
Self Bow	-	55		1d6+1d4	Impale
Small shield			40	Small	

Gear: Scale vest, leather arms, legs and abdomen, hard leather helmet with padding.

Atla [Senior Cacodemon cultist, sorceress and ogre]

		Location	Melee	Ranged	Armour	Hit Points
STR	19	R. Leg	1-4	1-3	4	6
CON	15	L. Leg	5-8	4-6	4	6
SIZ	15	Abdomen	9-11	7-10	4	6
DEX	13	Chest	12	11-15	5	7
INT	13	R. Arm	13-15	16-17	4	5
POW	16	L. Arm	16-18	18-19	4	5
CHA	15	Head	19-20	20	7	6
Actions	2					
Move	7					
SR	12	Man. Limit	4			
HP	16					

Attacks	Reach	Attack	Parry	Damage
Battle Axe 1H	2	60	40	1d6+2+1d6 Bleed, Stun
Battle Axe 2H	3	55	50	1d8+3+1d6 Bleed, Sunder
Blast 2	120 yards	70		2d6

*Skills: Camouflage 40, Athletics 65, First aid 30, Hide 50, Sneak 40, Jump 55, Listen 60, Sorcery 55, Spot 55*

*Sorcery: [Manipulation Limit 5] Summon Sylph 2 - 60, Blast 2 - 70, Leech 2 - 55;*

*Languages: Sartar 55, Prax 30, Lunar 30*

Gear: Scale shirt, Hard leather arms and legs, Lamellar helm, grimoire – a short stout wand, wound with carved symbols.

**Blast [Fire, Disorder]                      Range – 120 Yards                      POW Check - No**  
**Duration – Instantaneous**

This spell immediately creates a magical blast of fire directed at a single target. Roll the spell chance, reduced by any defense the target may have. A success is a hit. For each level of effect, the target takes 1D6 damage to its total Hit Points. Armor in the location will absorb the damage, but the spell cannot be parried. A Protection or Resist Fire spell will reduce the damage done. Countermagic will affect Blast.

Additional Levels may be spent to increase the range.

**Leech [Man, Beast, Undeath]                      Range – Touch                      POW Check - Yes**  
**Duration – 10 Rounds**

For each rank devoted to Magnitude, you can drain 1 POW or 1 STR from a target with a touch and a successful POWER contest. If your attributes are reduced for some reason, the leech points replenish them. If your attributes are not in need of replenishment, these points temporarily increase your STR (but not your POW) by the total leech. Your STR may not be increased beyond half again its normal amount in this or any other way. Leech STR does not stack with STR gained from Enhance or the Strength spells. Once the Leech has occurred, the victim is no longer affected by a spell, only by the diminished attributes, and so cannot be dispelled. If the caster is dispelled he loses the leech attributes, but they do not return to the victim, who regains them as if they were spent POW.

Levels may be spent to increase the duration for which the caster retains the benefit of the leech attributes.

**Conjure/Dismiss Elemental [Type]**    **Range** – 10 Yards    **POW Check** - Yes  
**Duration** – 10 rounds

This spell conjures a specific type of element, specified when the sorcerer learn the spell, shapes it, and directs it to its task. Any elemental conjured will have 3D6 DEX, and 1D6 SIZ per level of the elemental. It has no INT or POW and must be directed with the attention of the magician, taking one Action to change the elementals instructions. All elementals are affected by magic and are immune to poison. Their hit points equal their SIZ. Aside from these aspects, each elemental has different abilities. In addition, elementals interact with other elementals or elemental spirits according to the Elemental Interaction table.

Although elementals are conjured by magic, their effects are not inherently magical. A salamander's fire attack is no more magical than any other fire. Therefore, Countermagic or similar spells have no effect against an elemental. A Dispel Magic will affect the magical energy that creates and maintains an elemental, and so has full effect on them.

Levels may be spent to increase the duration of the conjuration.

### **Air – The Sylph**

A sylph is a whirlpool of air, which will occasionally form into transparent humanoid shape. It can:

1. Carry an object through the air at 5 points of SIZ per level of sylph for 1000 Yards in 10 melee rounds.
2. Knock down 3 points of SIZ per level of sylph.
3. Destroy a salamander or Lune by comparing its level against the level of the salamander on the resistance table and making a successful attack.
4. Ignore damage from physical weapons, even those with Sharpen spells.
5. Be added to a missile or thrown weapons to increase the chance of hitting by 5% per level and add 1 damage per level, or reduce the chance to hit of arrow, bolts and other light missiles, by 5% per level.
6. Move without burden at 36 Yards per melee round, quadrupled if moving at full speed.
7. Carry messages on scraps of paper up to a Mile away in 10 melee rounds.
8. Maintain a wind of 20 MPH over a 3-yard by 3-yard area. Levels may be devoted to increasing the force of the wind or the area by another 3x3 section.