

LONE WOLF

ADVENTURE GAME



BOOK OF KAI WISDOM

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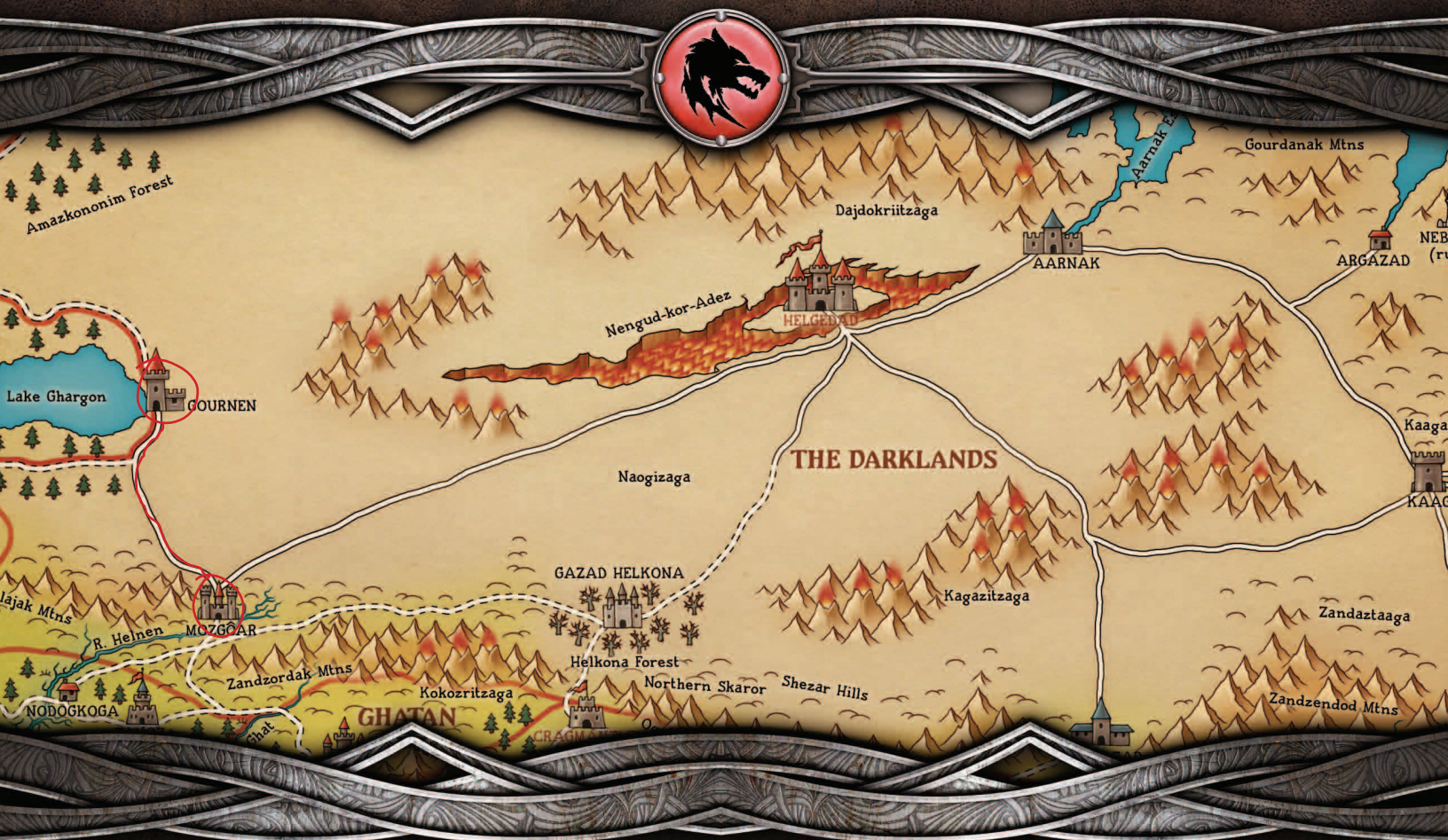
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KAI WISDOM



IN THIS CHAPTER

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BEING THE NARRATOR
PLAYING THE GAME
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TRAVEL



CHAPTER ONE

KAI WISDOM

"You attention please, Initiates. Take your places and quieten down. I can see that you are filled with questions. Fortunately for you, I am equally brimming with answers. I can teach you how to hunt, how to see the unseen, and even change the world around you with nothing but your thoughts. I will share my knowledge with you, train you to do things you never thought possible. Here you will master your body, your mind and your blessed spirit."

"And perhaps, if we all work very hard, I can even show you how to stay awake in class. I'm looking at you again, Night Fox."

– Master Silent Owl

WELCOME TO THE BOOK OF KAI WISDOM!

While the *Book of Kai Training* explained what an adventure game is, how to make a Kai Lord of your own and the basics of how to play, this book will provide you with the rest of the tools you need to play ***The Lone Wolf Adventure Game***.

It will present all of the rules of both the Initiate-level game and the Master-level game in one place, offers lots more advice on how to run the game, goes into greater depth about the

world of Magnamund and more besides. Once you have created characters and learnt to play, this is the book you'll use the most when playing the game.

Before we get stuck into all of that, this first chapter offers the Narrator some friendly advice, not on how to *play* the game, but how to run the game.

Though most of this text is intended for the Narrator, there's sound advice throughout for Players as well. Once you have played through the two introductory adventures, we recommend that everyone take some time out to leaf through this book – even if it's just reading the advice in the box outs at the bottom of the pages!

BEING THE NARRATOR

So, you have volunteered to be the Narrator, have you?

Firstly: well done, and don't worry!

The Narrator is the cornerstone of ***The Lone Wolf Adventure Game***. To use a film analogy, the Narrator is the director and teller of the stories told in the game. He (or she) is also an actor who takes on the part of every character who appears, except those played by the Players themselves.

Looking up Rules

While it pays to have read through and understood the rules, don't worry too much about them during the play session. Don't let looking up every rule bog down play and don't be afraid to make a few judgement calls yourself. If you make a mistake you can always correct it later. Look things up when you have a quiet moment, or if it will otherwise cause arguments or bring gameplay to a halt.





The Narrator's power over the world in which the game takes place is total. But with power comes responsibility. As the Narrator, you will have a little more preparation to do before the game starts. After all, the Players need only create a single character but you'll have to manage an entire world!

The first thing you should do as a Narrator is learn the rules. Fortunately, there are very few of these to learn in *The Lone Wolf Adventure Game* and the introductory adventures in this boxed set will teach them to you. You should aim to know them at least as well as any of the Players.

Secondly, you should read this chapter thoroughly. It is not very long and it details what you have to do in the game, as well as introducing you to some rules that the Players do not need to know.

Finally, as has been noted before, you should familiarise yourself with *The Lost Caravan*, the first adventure in the *Book of Kai Legends*. This is an easy adventure to run without any preparation and it assumes you have never been a Narrator before. This makes it ideal to use for your first game.

PLAYING THE GAME

Most adventure games are played around a table, with the Narrator sitting at the head. This means there are few distractions; everyone will be facing one another and there will be a solid surface for Players to write on their Action Charts and for you to make notes. Some prefer to sit on chairs and couches, scattered around a room, while others may choose to stand or use chat programs to play remotely.

Whatever feels comfortable to you and your Players will be the best way for you to game.

Most adventures will begin with an introduction which you should read out to the Players. This sets the scene for the adventure and tells the Players, more or less, what they are expected to do in order to be successful. From here, the game begins.

You must remember that, as Narrator, you are the Players' eyes and ears in the world of Magnamund. You must tell them what they can see, hear, smell and touch as they travel around the world. They will explain what they want to do in any given situation and you will work out whether they are successful.

Have another look at the example in Chapter One of the *Book of Kai Training* that shows a game in progress. That section demonstrates how a game is normally played and might well be foreshadowing for how your games will go – a mix of conversation, questions, and role playing. Some games have limits on small talk 'at the table' while others treat the whole session as open social time. Only you and your Players can decide where the right balance falls.

Think of yourself as being the text in a game book, informing the Players what is going on. The Players are the readers but, instead of having to choose from three or four options at the end of each section, they can literally attempt anything they can reasonably think of.

This is the advantage of an adventure game compared to either the Lone Wolf game books or computer-based role playing





games. There are no limits to what may be tried in the adventure except the imagination of your Players.

Have you ever played other game books or computer games, seen options for what your character can do in a situation, and thought to yourself "But I don't want to do any of those!?" With ***The Lone Wolf Adventure Game***, you will never encounter that problem.

NARRATOR CHARACTERS

The Players each have a Kai Lord with which to explore the world you lay out before them. You, on the other hand, play everyone and everything else. The wandering knight that the Players encounter on a mission, the beggars in the streets of cities, wily merchants eager to get their hands on the Players' gold, scheming villains trying to bring down the rightful rulers of the land – all of these and more will be played by you.

Because you are playing so many different characters, a good trick is to give each one a memorable trait that will stick in the minds of your Players. One character may stutter, for example, while another has a deep, booming voice. A noble may speak with a refined accent, while a thief may have a weaselly tone. This is a simple thing to do but it will immediately identify who the Players are talking to, without you having to re-introduce them each time.

To begin with, you might feel quite self-conscious being the Narrator, sitting at the head of the table and pretending to be several different characters. This is OK and everyone feels a little nervous when they first start out. Begin slowly and with easy adventures (such as the one included in this book) and add new voices for characters gradually, at your own pace. Your Players will soon catch on and begin to enjoy the game and, from then on, things will get progressively easier!

Note that some of what you will find here is stated elsewhere. That is intentional as some parts of the game are vital and bear repeating. We want you to be sure to learn them quickly. Nothing teaches quite like repetition, after all.

TESTS

Whenever a Player wants to do something in the game, you must consider whether a test is required or not. Tests should only be used when the attempted action is difficult, dangerous, or has some penalty for failing. For example, if a Player wants to climb a ladder at the side of a building to get on to the roof, then no test should be required. After all, any Kai Lord can climb a ladder.

If, on the other hand, the Player wants to climb a sheer cliff in the middle of a thunder storm, a test would most certainly be required if they are not to fall to certain injury, even death!

There will also be situations where a Player can avoid making a test altogether, simply by having a good idea or playing well. For example, a Player may be talking to a merchant and trying to get a sword cheaper than the marked price.

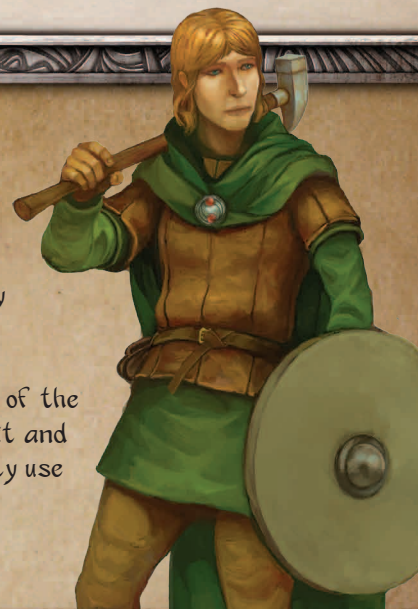
If the Player simply says, "I try to get the sword cheaper," then a test (either a difficult (TV 7) test or an Influence skill test depending on whether you are playing with the Initiate-level or Master-level rules) will be necessary.

On the other hand, the Player might say, "I look over the sword carefully, pointing out any flaws or defects. I'll tell the merchant 'This is a nice enough sword, my friend, but it has a little rust which may have weakened it and will at least take some work to remove. I would like to take it off your hands but it seems a little bit expensive. Suppose I give you 6 Gold Crowns for it instead, would that seem fair?'"

To Test or Not to Test

Sometimes a situation might not call for a test at all. Some situations are so easy that no test is needed under most circumstances. Remember that 'under most circumstances' is the key here. Even an easy task becomes frustratingly difficult in certain situations.

For example, a jigsaw puzzle may be quite easy to finish with a little time and a picture of the completed image to work with. Take away the image and it becomes harder. Impose a time limit and the difficulty increases even more. Now, imagine how hard that puzzle becomes when you can only use one hand and your work table is being circled by a pack of hungry Doomwolves!





At that point, you might think a test is not necessary as the Player has put quite a bit of effort into the action. You can and should reward Players for clever or inventive play in this way, allowing them to swing the odds in their favour by avoiding a random test. Of course, whether or not this Player actually succeeds in getting the sword cheaper or not is another matter entirely.

You can find more about tests in the next chapter.

HOW DIFFICULT IS THE TEST?

Whenever a test arises, you must set the Target Value. For most tests, a Target Value of 8 or 9 means a Player has to be very lucky to succeed. A Target Value of 2 or 3 can be considered easy.

When a Player attempts a task that you deem necessary to require a test, consider just how difficult it sounds. Most tests should have a Target Value of around 5 or 6. If the task seems difficult, raise the Target Value. If it seems easy, lower it.

For example, a Player wanting to jump across a narrow stream might be considered an average task, with a Target Value of 5. Hopping across a small brook would be easier, with perhaps a Target Value of 3. Unless there is a pressing reason for doing so, neither test actually needs to be made, but the Target Values should be around those numbers.

Leaping across a wide and yawning ravine might require a Target Value of 9 (and a great deal of bravery on the part of the Player!). In this case, the test is a vital one to make as there is a clear and serious consequence if it fails.

Above all else, remember that constant tests slow down play. Only call for them when they feel needed.

You can read more about Target Values in the next chapter.

BONUSES

The flip side of tests are bonuses. As Narrator, you must decide what can be applied as a bonus to a test and how much of a bonus it will grant.

For example, climbing up sheer cliff in a thunder storm is a very difficult action. However if a Player has access to a rope, you might allow him a +2 bonus on the role, as it will make the action a little easier and safer.

Your Players should feel free to bring possible bonuses to your attention and you can allow them to be quite inventive, especially when it comes to their Kai disciplines. A Player who has chosen Sixth Sense, for example, might get a bonus when he is trying to guess if someone is lying.

One who has chosen Healing might get a bonus when they try to work out what type of disease has infected a friend and so on. As you'll see next chapter, you might even allow a Player whose character has both a skill and a discipline to automatically succeed.

A bonus should generally be between +1 and +5, with the average being +2. When deciding what a bonus should add, always start at +2. If you feel a given circumstance should only add a little benefit, make it +1. If you feel it will have a powerful effect on the test, make it +3 or +4. +5 bonuses should be saved for overwhelmingly powerful advantages such as benevolent artefacts, divine intervention, or the aid of numerous, powerful allies.

Only one bonus should be applied to any given test, so Players cannot simply add bonus after bonus until they automatically succeed!

You can read more about Bonuses in the next chapter.



Luck Tests - The Eternal Struggle

Finally, if you cannot find a specific rule to cover a situation, or you find yourself in a dispute with your Players over how to properly adjudicate something in the game, call for a luck test. *The Lone Wolf Adventure Game* boxed set includes a special Luck token, a disc with a picture of the Sun on one side (Kai) and an image of Evil (Naar) on the other. Flip this token and see which side comes out on top. If Light wins out, rule in whatever provides a benefit to the heroes. If Darkness triumphs, rule in whatever way would be most detrimental to them. This flip is not an excuse to slaughter the heroes or push through unfair disadvantages; it is an effective way of avoiding lengthy conflicts by letting Fate choose which side prevails. For now,



REMEMBER YOUR HEROES

As a Narrator, you should always remember that the game is not about winning or losing and it is not about you 'beating' the Players. If you lay dangerous challenges before them and end up killing off each of their characters, you will not have won. In fact everyone, including you, will have lost and the game will be over. Also, you may now be in a room full of very irate former friends. No amount of Kai's Favour is going to get you out of that sticky predicament.

The trick to being a good Narrator is getting the balance right. You want your Players to feel as if they are being posed problems that require a good deal of wit and some luck to overcome but, on the other hand, you do not want them feeling that things are either too easy or impossibly difficult.

A good rule of thumb is to always think of them as heroes starring in their own film. Do not put them in impossible positions with no way out and always give them at least a chance of success in what they want to do if it seems reasonable.

The greatest fun to be had in being a Narrator is dependent upon how much your Players enjoy the game. If they struggle against the odds and finally succeed in an adventure, they are far more likely to have a good time. Just muddling through against insignificant challenges or being constantly confronted with unwinnable scenarios is simply no fun and will not garner much appreciation.

The key to game success is to tell a good story. The best way to do this is to always remember that you and the Players are telling it together.

TRAVEL

For the most part, you will not have to worry unduly about travelling. You will know where the characters need to go for their quest, and you can simply announce they have arrived, so you can get on with the adventure. Walking, after all, can be quite boring and, aside from the occasional ambush that you have planned in advance, you can ignore most of it in the game in order to cut straight to the exciting bits.

Sometimes, you may need to know how long it takes to get somewhere, however. The Kai Lords may be engaged on a mission, for example, and you might need to work out whether they have time to travel back to the Kai Monastery to warn of an imminent attack, or whether they will not be able to reach it in time and so be forced to find another solution.

As a general rule, Kai Lords should be able to cover about 25 miles every day if on foot and 40 miles if on horseback. There are more exotic forms of travel available in Magnamund, such as giant eagles and flying ships, but we will cover these in future supplements.

This assumes the Kai Lords are using a road or the ground is relatively easy to traverse. If they are travelling across rough terrain, such as mountains, swamps or dense forest, they will likely travel only 10 miles a day on foot and about the same on horseback (horses do not like rough ground).

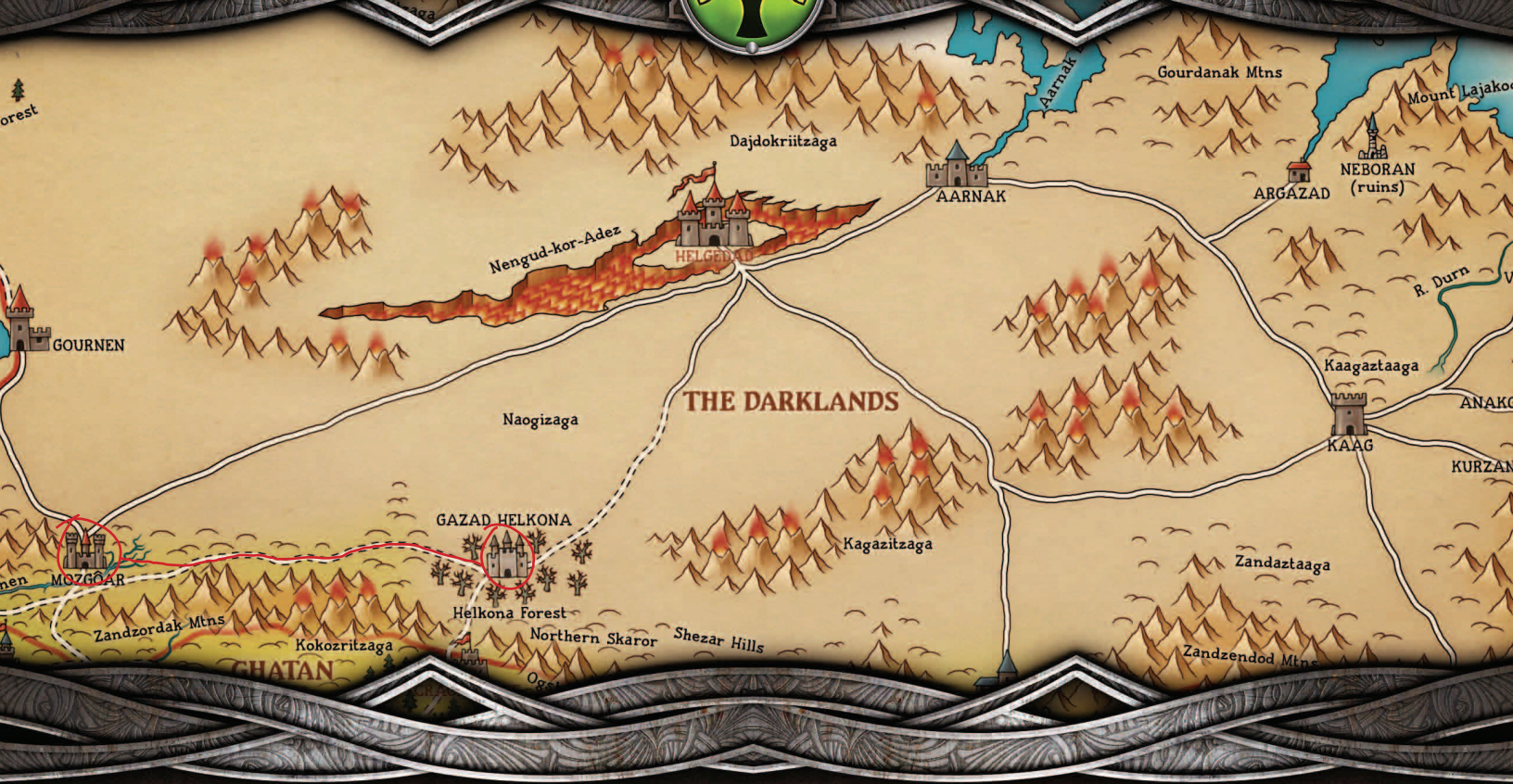
A ship or boat will typically travel 40 miles a day, sometimes more depending on the prevailing winds, but they will be subject to powerful currents and storms which could decrease this to almost nothing if they strike.

Later that Day...

It's not necessary to play out every detail of an adventure, especially when describing travel. You can just say, "Later, in the ruins of the monastery", for example. You can summarise an uneventful voyage of any length, even several years' time. Keep your adventure fast paced and moving!



HOW TO PLAY THE GAME



IN THIS CHAPTER

CHANCE AND RANDOM NUMBERS
OTHER FORMS OF PERIL
HOW TO PLAY THE MASTER-LEVEL GAME



CHAPTER TWO

HOW TO PLAY THE GAME

"Your duties as a Kai Lord will involve much more than keeping the peace and standing vigil against the Darklands. You will find yourself settling disputes, hunting for lost children, tending to the injured, and performing all manner of tasks both magnificent and menial. Your greatest weapon is your mind, and it will see far more use than any sword or spear you might wield."

– Master Silent Owl

If you have read through the *Book of Kai Training*, or played through either of the adventures in the *Book of Kai Legends*, you'll already be familiar with most of rules of the game, from picking a random number to resolving a test. This chapter simply puts all that information in one place, for quick and easy reference during play.

CHANCE AND RANDOM NUMBERS

In games as in real life, things do not always work out exactly how you want them to. If you swing a weapon at an enemy, he may dodge out of the way at the last moment. If you jump across a yawning chasm, you may slip and fall in. If you try to quietly creep past a guard, he may well notice you are there. In *The Lone Wolf Adventure Game*, these moments of chance are called tests. They are worked out using random numbers. On the inside of the box lid you will find the Random Number Table.

- Whenever you need to determine a random number, flip a token onto the Random Number Table. Looking at the number that the token lands on.
- This is the random number you have picked by chance.

Number tokens have a small arrow worked into their edge border on both sides. If the token lands straddling the lines of two or more boxes, use the number in the occupied box to which the arrow is pointing.

LUCK

Sometimes you may try to do something where success or failure purely comes down to luck, no matter how skilful or talented you might be. When these situations arise, the Narrator may ask you to make a luck test. In this case, getting the result you need to succeed will be down to good luck. Target Values are not used for Luck tests.

- To make a luck test, flip a token.
- If the token lands with the god Kai showing face-up then the test is successful, otherwise it is a failure.

If you're using dice instead of the tokens provided then a result of 5 to 9 means you are successful. A result of 0 to 4 means you have failed the Luck test.

Using Dice Instead

If you play *The Lone Wolf Adventure Game* a lot, you may find it easier to use dice rather than the Random Number Table. Each Player will need one or more 10-sided dice for this game, which you can find at most hobby stores. You can simply roll a 10-sided dice whenever the game calls for you to pick a random number.

Many 10-sided dice are numbered from 1 to 10. In *The Lone Wolf Adventure Game*, a 10 should always be read as a 0, so the highest number that can be rolled is a 9.

Cubicle 7 have made an official set of dice for *The Lone Wolf Adventure Game*, which you can buy from their webstore. The official Lone Wolf dice are numbered from 1-9, with Lone Wolf's symbol on the 0.





RESOLVING TESTS

Any action that has an element of chance or risk in it is called a test. A test is made by picking a random number on the table and then adding a bonus to it to arrive at a total.

Your Narrator will tell you what bonuses can be added to any test. These include bonuses you get from applicable abilities such as disciplines, skills and traits. Occasionally, penalties may subtract from your random number on a test. These situations will also be described by the Narrator when they occur, and you can find out more about the different types of tests over the next few pages.

There are different types of tests in *The Lone Wolf Adventure Game*, such as those involving physical feats (but not combat) relating to things like agility, strength and stamina. There are also tests involving mental fortitude and discipline. And there are tests involving skills and Kai disciplines too. No matter the type of test, it is resolved the same way:

- Pick a random number.
- Add any applicable bonuses to the random number you have picked.
- Compare it to a Target Value (normally 6).
- If the result is equal to or more than the Target Value, you have succeeded at the test. If it is less than the Target Value, you have failed.

Your Narrator will decide how difficult the test is, and from that the target number (called a Target Value, or TV for short) that must be equalled or beaten to succeed – this is typically 6. Advice for setting these target numbers can be found below.

- In addition, if you pick a 0 or 1, this indicates a disaster. Your Narrator will tell you the result of this result, but you should probably brace for impact. This is going to hurt.

TARGET VALUES

If you are playing the game using the Initiate-level rules, you will not be using skills. In this case, taking actions in game follows a very simple formula – the 678 rule.

Tests are only taken for difficult actions. Your Kai Lord is assumed to succeed at anything easier than that. All tests are taken by choosing a random number and comparing it to the Target Value:

- The Target Value is 6 for difficult tasks – most tests will be made against this Target Value.
- 7 for very difficult tasks.
- 8 for extremely difficult tasks.

RESISTANCE TESTS

Resistance tests are often a character's only defence against the dangers of an adventuring life. Combat is not the only risk to a hero's health. There are many hazards that can cut a Kai Lord's life expectancy short, such as poisons and diseases.

When a Kai Lord is subjected to damaging or compromising conditions, the Narrator may call for a resistance test.

- A resistance test is always made against a Target Value of 7 unless otherwise specified.





Successful tests can halve or negate the effect of the adverse condition, but prolonged exposure may require additional tests.

- If you fall a distance of 12 feet or less, you will not lose any ENDURANCE at all.

OTHER FORMS OF PERIL

CLIMBING... AND FALLING

Sometimes you have to think (and travel) vertically. Depending on the needs of your current situation, you may need to climb a tree to get a better look at the surrounding area or scale a wall in order to carry on with your mission.

- In order to climb up or over something, make a test, adding your ENDURANCE bonus, for every 30 feet you want to go up. Thus, a 120 foot climb (4x 30 feet sections) will require 4 tests.
- If you have the Might skill, you may use this instead.

The Narrator determines the Target Value of the climb but, in general, something as relatively easy as a tree need have a TV of 4 or 5 to climb, while a sheer cliff in the middle of a storm may be TV 8 or even higher.

Unfortunately, what goes up often comes down. You may lose your grip when trying to climb a sheer cliff or you may fall foul of a pit trap in an underground tomb. Either way, once this happens, there is not much you can do until you hit the ground (although the Narrator may allow you a Luck test in order to grab a branch or something similar as you fall).

Hitting the ground after a high fall hurts. A lot.

- For every 30 feet (or part of 30 feet), that you fall, pick a random number. This is how many ENDURANCE points you will lose upon impact.

Master-level Rule: Tumbling

If you have the Acrobatics skill, you may attempt to tumble as part of a fall. You make your skill test before damage is rolled. The Target Value for the test is 5 +1 for every 30 feet of your fall. If you pass the skill test, your total lost ENDURANCE from falling is halved. Even if you fail the test, you get to pick a Random Number and reduce the falling damage by that much.

Master-level Rule: DEFENCE does not reduce falling damage. The shock of impact is just as deadly inside your armour as if you were not wearing any.

POISON AND DISEASE

Many creatures in the wildernesses of Magnumund have poison-tipped claws, poisonous venom or are carriers of virulent diseases. Towns and cities can prove to be equally hazardous places, with assassins using poisonous blades to target Kai Lords, or plagues running rampant in some areas. While these latter dangers are rare in Sommerlund, they are not entirely unheard of.

Poison and disease are treated in the same way in *The Lone Wolf Adventure Game*. The only difference is that poison will normally affect you immediately, while a disease takes at least a day to have any effect but will then continue to afflict you until you manage either to develop a limited immunity to it or to find an effective cure.

How Climbing and Falling Works

Dawn Thunder hears a suspicious sound in the loft of an old barn while investigating an abandoned farm. He calls out but there's no reply. The only way to reach the loft is a rope dangling from the barn's rafters. He grabs hold and starts to climb.

The rope is old and could easily snap under Dawn Thunder's weight, so the Narrator requires a test to see if he can climb to the loft before it does so; the climb is only 15 feet, so Dawn Thunder only needs to make one test. The Narrator keeps the difficulty low (Target Value 5) because the rope is knotted and was meant to be used this way. Unfortunately, Dawn Thunder's Player picks a 2. Even with a bonus, this is not high enough. Near the top of the climb, the rope snaps and he falls. The fall is roughly 15 feet (one storey), so Dawn Thunder picks a random number; a 3. He loses 3 points of ENDURANCE.





- All poisons and diseases are listed with a Target Value – this is used for the resistance test you must make to avoid their effects.
- The resistance test is taken immediately after you have been poisoned or are at risk of being infected by disease.
- If you succeed, you suffer no ill effects and can continue adventuring.
- If you fail, the effects of the poison or disease will be felt.

Most poisons simply cause you to lose an amount of ENDURANCE, as do some diseases. Others have very special effects, such as making you blind, bed-ridden, repulsive to look at or all three! The exact effects of a poison or disease will be noted in its description.

MEDICINE, POISONS AND DISEASES

Those trained in the medical arts can effectively treat poison and disease. The Medicine skill can be very effective at resisting and curing these unfortunate ailments. With poisons, as long as the effect of the toxin is not immediate death, a character with the Medicine skill can make a test against the poison's TV. Success will purge it completely from the patient's system. Diseases are a bit trickier to cure. The Medicine skill can slow a disease's progress and lessen its effects but without a real cure, a disease will run its course. Characters with the Medicine skill can make a skill test to identify the disease and see if they know of any known cures.

Once you have suffered the effects of poison, you can usually ignore it from then on (unless it has killed you!). Disease is a little different.

- At the start of every day in which you are infected by a disease, make another resistance test, against the disease's Target Value.
- If you succeed, you have shaken off the effects of the disease and are no longer infected (though there is often a chance that you might be infected again in the future).
- If you fail, the effects of the disease are applied again.

You will find the very worst diseases are those that, among other things, steadily reduce your ENDURANCE and thus your modifier to ENDURANCE tests, almost guaranteeing that you will succumb to them in the end, unless you find a cure...

EXAMPLE POISON – GALLOWBRUSH EXTRACT

Gallowbrush gets its name from its effect; this herbal extract causes several hours of deep sleep so close to death that one affected by it is said to have 'brushed the gallows'. In extract or potion form, this poison is quite potent. A single vial of Gallowbrush poured into a cauldron of stew can knock out several healthy adult humans within a matter of minutes of ingestion.

Method of Delivery: Swallowed

Target Value: 7

If the resistance test fails, you will immediately fall asleep for a number of hours equal to the amount by which you failed the test. During this time, you can be awakened but you will remain groggy until the sleep duration ends. While groggy, you suffer a -2 penalty to all tests. Even if you resists this poison, you suffer a -2 to COMBAT SKILL and WILLPOWER for two hours due to grogginess and lack of focus.

EXAMPLE DISEASE – RED COUGH

This respiratory disease settles in your lungs and is usually contracted from prolonged exposure to flesh and blood tainted by the Darklands. It is most commonly caught by soldiers and

How Poison Works

Bright Shield is well known for his appetite, a personality trait that makes him very popular at local inns and taverns. Unfortunately, a Vassagonian assassin has been hired to do away with local Kai Lords and discovers this little vice. Infiltrating the kitchen of Bright Shield's favourite inn, the assassin puts a few drops of something lethal in the Kai Lord's leek soup.

When Bright Shield starts to eat the soup, the Narrator allows him to make a Perception test to see if he detects the poison. As he fails this test, Bright Shield does not know anything is amiss until after the toxin starts to take hold. He must make a resistance test. If he fails, he immediately suffers the effects of the poison. Luckily, Bright Shield succeeds and survives to track the Vassagonian down.





other individuals coming in to contact with rotting Giaks and other Darkspawn. Red Cough gets its name from the blood and bile coughed up by those who suffer from it.

Method of Infection: Contact

Difficulty Rating: 7

Known Cures: Common medicinal herbs and rest

If infected by Red Cough, you suffer a penalty of -1 to your COMBAT SKILL. Every time you fail your resistance test to Red Cough, you suffer another -1 penalty; this is cumulative up to a maximum of -5 after five days. This penalty persists until the disease is cured.

Special: If the penalty from Red Cough is allowed to reach -5, you permanently lose 1 point of COMBAT SKILL once it is cured. This is due to irreversible lung damage.

FIRE AND ICE

Normally, fire and ice poses a danger to Kai Lords as part of an attack, a spell or an environmental hazard.

- When part of an attack or a spell, fire or ice inflicts ENDURANCE damage as specified. Once the damage has been inflicted, there is no further effect on the target.

For example, a Cultist of Naar casts a Scarlet Spear spell at Bright Shield. The spell conjures a spear made of scarlet red flame that attacks at range and then vanishes. The spell inflicts ENDURANCE damage to the Kai Lord, but once the attack is over, so too does the fire end.

Fire and ice might also be encountered as environmental hazards such as a burning building, part of a trap, falling icicles or an avalanche in the mountains. In these situations, the danger of the fire or ice can be avoided.

- Avoiding fire or ice requires a COMBAT SKILL test with a Target Value set by the level of the hazard. A small blaze might be TV 4 while a massive sheet of ice falling onto a Kai Lord might be a TV 8.
- Success means the Kai Lord suffers no damage from the fire or ice.
- Failure means the Kai Lord suffers damage from the hazard.

Small effects might only inflict 1 or 2 points of ENDURANCE damage while large effects might inflict 6 or more. Hazards should never inflict more than 10 points of damage at once regardless of the size. Fire and ice hazards that inflicting more than 10 END should be considered instantly fatal traps (falling into a volcanic pool, getting caught in a massive avalanche).

Master-level Rule: Because ice is a physical effect, DEFENCE applies. DEFENCE does not apply against fire.

HEAT AND COLD

Heat and cold rarely see use as weapons and spells, but when encountered in the wilds of Magnamund as environmental effects can still pose a threat to a Kai Lord. A blistering desert or frigid tundra should never be approached lightly. Extremes of heat and cold can easily prove fatal to the helpless or the unprepared. Hazardous levels of heat and cold on Magnamund are fairly rare, limited to outlandish landscapes, desolate parts of the world and magical areas created to harrow anyone unfortunately enough to be caught in them. Kai Lords encountering extremes of heat and cold must resist them or perish.

- Environmental hazards are listed with a Target Value.
- This is used for a resistance test, which must be made at regular intervals as described in the hazard.

How Disease Works

Bright Shield survives his brush with the Vassagonian's poison. After emptying his stomach messily in an alleyway, he catches sight of a cloaked man fleeing the scene. Giving chase, Bright Shield tracks the man to a row of dilapidated houses near the waterfront. Fearing that his would-be assassin may be trying to escape by sea, he presses on and enters the nearest house.

The rotted floor of the old house, unfortunately, gives way under Bright Shield's weight and he falls into the basement into a rat warren filled with rot and fungus. This foetid pit, combined with Bright Shield's injuries from the fall, could very well cause the hapless Kai Lord to catch some foul disease like Limbdeath. As he is at risk from infection, he must make a resistance test at once. This is just not Bright Shield's night...





If the resistance test is failed, the Kai Lord suffers the amount of damage listed.

For example, the sandy wastes of Telchos get brutally hot during the day. This environmental hazard might be rated as Desert Heat (TV 6, 2 END every 30 Minutes). This means that anyone caught in this desert environment must make a resistance test (Target Value 7) every 30 minutes. Failure costs the Kai Lord 2 points of ENDURANCE.

Master-level Rules: DEFENCE cannot mitigate heat and cold damage, though some equipment and magic can reduce their effects or increase a Kai Lord's ability to resist.

as Trapped Without Air (TV 7, 1 ENDURANCE every 5 minutes). If someone is brought to 0 ENDURANCE though suffocation, they fall unconscious. If they do not receive ample air within 1 minute of passing out, they die.

Master-level Rules: DEFENCE cannot mitigate the effects of suffocation or drowning, though some equipment and magic can reduce their effects or increase a Kai Lord's ability to resist.

DROWNING AND SUFFOCATION

Whether through suffocating gas, drowning in water or the strangling claws of some foul monster, a lack of air will just as surely kill a Kai Lord as a Giak's blade.

- The Target Value for drowning or suffocation always starts at 7.
- The Target Value increases by +1 each time the resistance test is taken after the first. If the Target Value increases to 15, the target dies automatically.
- This Target Value is used for a resistance test, which must be made at regular intervals as described in the hazard.
- If the resistance test is failed, the Kai Lord suffers the amount of damage listed.

Drowning is listed as (TV 7, 4 END, every minute). In contrast, a noose might be rated as Hanging (TV 7, 2 END, every 10 seconds). Being locked in a Royal Vault might have a rating such

BREAKING OBJECTS

Whether it is a door barring the way, a garish stained glass window or the lock off a chest, at some point you are going to want to break something!

Whenever you try to break an object, make a test. The Narrator will decide on the difficulty, based on how tough the object is. They may allow you a bonus if you use a suitable implement to assist you or otherwise shift the odds in your favour. A +2 bonus for using an axe against a wooden door would be reasonable, for example. Asking for the same bonus while wielding a dagger or a Quarterstaff would not.

As a guide, a flimsy barricade may have a Difficulty of no more than 4 or 5, whereas a tough iron-bound door in a castle may have a Difficulty of 10, 12 or even higher, depending on its condition and construction.



How Drowning Works

For example, Bright Shield finds himself trapped under the upturned hull of a sinking ship in the middle of the Gulf of Durenor. He begins to drown, so after one minute he must make a resistance test at Target Value 7 or else lose 4 ENDURANCE.

After another minute, he must make a resistance test, but this time at Target Value 8. True Song is desperately trying to rescue him, but she doesn't have long — if the Target Value reaches 15, Bright Shield will die. If his ENDURANCE is reduced to 0, he'll fall unconscious and die a minute later. Hurry True Song!





HOW TO PLAY THE MASTER-LEVEL GAME

The basic rules for resolving tests in the Master-level game are the same as for the Initiate-level game:

- Pick a random number.
- Add any applicable bonuses to the random number you have picked.
- Compare it to a Target Value (normally 6).
- If the result is equal to or more than the Target Value, you have succeeded at the test. If it is less than the Target Value, you have failed.

The main difference is that the Narrator can more readily customise the Target Value of the test, and that a character is likely to have access to bonuses to add to his random number.

Target Value is a way of measuring what the difficulty of a given task might be. Determining this numerical value is part judgement call, part maths. The maths is easy. All you need is the chart at the bottom of the page and some understanding of how hard the task would be to perform.

Generally speaking, a Target Value of 6 is a safe bet for any difficult challenge. It is the 'default' Target Value and if you are in a hurry to move the action of the game along, or if there is no pressing reason to make a task hard to achieve, you should make 6 the difficulty and let the Player take the test for it.

By that same logic, do not make every little task something the Players have to test to achieve. If the Target Value of a task is 4 or less, you can quite legitimately wave the test and just say the Player succeeded. After all, any challenge that is that simple is not likely to be crucial to any major plot or campaign story line.

VARIABLE TARGET VALUES

When playing the Master-level game, the Target Value for a test might vary depending on the situation. Sometimes the Kai discipline, skill or other rules will specify the Target Value, sometimes it falls to the Narrator to decide how hard any given test should be. Some tasks are trivial, the kind of action that even an untrained child might do well. Other challenges might be just that – challenging – and need a higher random number result to accomplish.

CHARACTERISTIC BONUSES TO TESTS

All physical actions (except those involving the Might and Survival skills) use COMBAT SKILL as their base measure of ability, while all mental actions use WILLPOWER. Resistance tests (see page 12) are rare in that they use ENDURANCE. This means that the higher these scores are, the better you become at doing things related to them. This is reflected as an additional bonus to all tests, as shown in the chart on the following page.

Target Value (TV)	Description	COMBAT SKILL Example	WILLPOWER Example
1 – No test	Automatic	Picking up a light weight.	Knowing your own name.
2 – No test	Trivial	Walking across a room.	Speaking your native language.
3	Simple	Jumping over a low obstacle.	Basic reading and writing.
4	Easy	Running across a grassy plain.	Counting in a foreign language.
5	Standard	Climbing a normal fence.	Solving a riddle.
6	Difficult	Holding onto a galloping horse.	Reading an unfamiliar map.
7	Tricky	Leaping between rooftops.	Talking a bandit into retreating.
8	Complicated	Running while burdened.	Deciphering simple hieroglyphs.
9	Challenging	Swimming in chainmail.	Talking a bandit into surrendering.
10	Arduous	Climbing a ladder that is on fire.	Painting a true masterpiece.
11	Nigh-Impossible	Leaping between the rooftops of buildings that are on fire while on a galloping horse.	Reciting the entire text of the Drakkarim's Dark Compact, in the Black Tongue, from memory.



- Characteristic bonuses are calculated using a character's base characteristic scores and permanent bonuses.
- Magic potions and spells count as permanent bonuses during their durations but most equipment items (such as weapons, armour and shields) do not.
- If a characteristic changes for any reason, such as ENDURANCE being reduced due to damage in combat, its associated bonus will immediately change.

Remember that the bonus from COMBAT SKILL applies to all physical actions except combat. The bonus from ENDURANCE applies to resisting adverse conditions and effects. The bonus from WILLPOWER applies to all mental actions.

This means that for all tests, skill or discipline, there is a potential bonus. There is nothing wrong with trying to stack the odds a little better in your favour.

SKILL TESTS

A skill test (such as a Perception test or a Medicine test) is resolved just like any other test. In addition to modifiers listed above, there are three primary sources of modifiers to skill tests: skills, traits and disciplines.

- A skill provides a +1, +2 or +3 bonus to a related skill test, depending on the Rank of the character.
- Applicable traits may provide a have a bonus to a skill test in a specific circumstance only.

It is up to you to remember to add your bonuses when making tests. The Narrator has enough to keep track of!

KAI DISCIPLINES AND TESTS

Disciplines are a special case. They are essentially special skills enhanced with psychic ability and years of specialised training. At times, they will overlap with skills and, in a few cases, completely override them. Hunting, Tracking and Camouflage are the Kai disciplines most likely to qualify in this case.

- If a character has either the discipline or the skill for a given action, a test is performed as normal.

CS/WILL Score	END Score	Bonus Provided to Tests
5-9	5-9	-1
10-14	10-19	+0
15-19	20-29	+1
20-24	30-39	+2
25-29	40-49	+3
30+	50+	+4

A character only receives the highest bonus he or she is qualified to obtain from the chart.

- Bonuses derived from characteristics are applied to all skill tests, discipline tests, resistance tests and technique tests. They are not applied to attack rolls made in combat or to luck tests.

GAINING BONUSES

Figuring out how to apply bonuses to tests is a big part of this game and you should always be on the look out for ways to tilt the odds in your favour. bonuses generally come from three sources – your skills, your characteristics and your own inventiveness.



An Example of Characteristic Bonuses

As an example, True Song has the following characteristics:

True Song: COMBAT SKILL 14, ENDURANCE 24, WILLPOWER 14

Her COMBAT SKILL is less than 15 so she gets no bonus there. Likewise, her WILLPOWER is 14 is also one point shy of qualifying for a bonus.

Her ENDURANCE is 24, however, and that provides a +1 to all Resistance tests. If she subsequently takes 5 points of damage in combat and her END drops to 19, she will lose her bonus until her ENDURANCE is restored.



- When a Kai Lord has a discipline that would cover a given skill-related action AND has the appropriate skill, that action automatically succeeds – unless there is a strong opposing reason for failure.



When this occurs, the Kai Lord makes what is called an Enhanced Skill test. Camouflage, for example, is essentially an empowered version of the Stealth skill. Thus, most times when a Kai Lord with Camouflage is trying something covered by the Stealth skill, they make a discipline test. If the Kai Lord has both, the test automatically succeeds OR becomes an Enhanced Skill test if the Narrator determines that the difficulty of the action is such that failure could still be a possibility.

The Narrator is the final arbiter on whether a discipline is a fair match for a given skill and situation.

A Discipline Trump (having both the skill and the discipline for a given task) allows the following:

- If you are making an Enhanced skill test, you make the skill test as normal with all applicable bonuses and modifiers. You also gain a +1 bonus for having the discipline, +2 bonus if the discipline is Advanced, and +3 bonus if it has been Mastered. This is the same as adding the discipline's bonus.
- If you fail, you may spend 1 WILLPOWER point to retake the test. You must keep the second result.

USING DISCIPLINES

Some disciplines are easy to use in Lone Wolf. For example, Mindblast always adds +2 to your COMBAT SKILL when used against an enemy that is not immune to it. The rules for Healing are pretty comprehensive and allow you to restore ENDURANCE for yourself and others. But what about the other disciplines?

The description for Camouflage, for example, tells you that you can pass undetected in the countryside. But how do you apply that in a game?

Complementary Disciplines

When choosing your Kai disciplines, the first step is ensuring that you have a wide range of abilities among the other Players. Do not choose the same disciplines as the other Players, simply because you think there are five disciplines better than all the rest (there are not; they all have their uses).

An excellent tactic is to make sure that every discipline has been chosen by at least one Player and, preferably, two. This will give your group the best spread of abilities possible and ensure that if one Player gets separated from the rest, or is killed, then the remainder will not suffer too badly as a consequence. Healing, for example, is a great discipline for several Kai Lords in your group to have.





Let us imagine there is a Giak patrol a little ways ahead of the Players in the forest. They need to get past the Giaks in order to continue with their mission but there are too many of them to fight. Instead, the Players decide they will try to sneak past them undetected.

The Narrator may decide that this is a Difficulty 6 test – the Giaks are not particularly alert but they have a keen sense of smell and there is always a chance that one of the Players will step on a dry twig and get their unwanted attention.

However, Players with the Camouflage discipline might not have to take a test at all because this situation directly uses their talent in the discipline to overcome the problem.

The same might be true for applying Hunting when following a suspected criminal, Sixth Sense for detecting an ambush, Animal Kinship for calming a wild dog and so forth.

It is up to you to decide which discipline may apply to any given situation but you should always be ready to justify your choice – the Narrator is the final judge as to when a discipline can apply and when you are trying a little too hard to make it fit!

IMPROVING YOUR CHANCES

Your Kai Lord is far more than just the sum total of a few disciplines, a COMBAT SKILL and an ENDURANCE score. They are a living, breathing person in a dangerous world and it is up to you to make sure he is smart and can figure things out!

Whenever you are called upon to make a test and it seems as though none of your disciplines will be suitable, try to see if there is something else your character can do in order to make things a bit easier. Most of this is good common sense, as you will see, but the key is always to think of a better way of doing things before you actually attempt to do them – not when you have already failed and it is too late.

For example, wading across a fast-flowing stream can be difficult – but it gets easier if you use a secured rope to stop you from getting swept away. In this situation, you might ask your Narrator if a +2 bonus to the test would be allowable.

Travelling quickly across deep snow is difficult without getting bogged down – but by wearing snow shoes, your Narrator may be persuaded into allowing you a bonus.

Jumping across a wide river is extremely challenging – but by using a pole to vault across, you may be able to add a large bonus to what otherwise might seem to be an almost impossible challenge.

As you can see, the only limits are your own imagination and what the Narrator will allow. This normally comes down to what is realistically possible. There is no use asking if you can cross a wide ravine by doing the little known Vassagonian Kraan-Summoning Dance and conjuring mounts for everyone in your group. While it's an amusing idea, let's face it... it is just not going to happen!

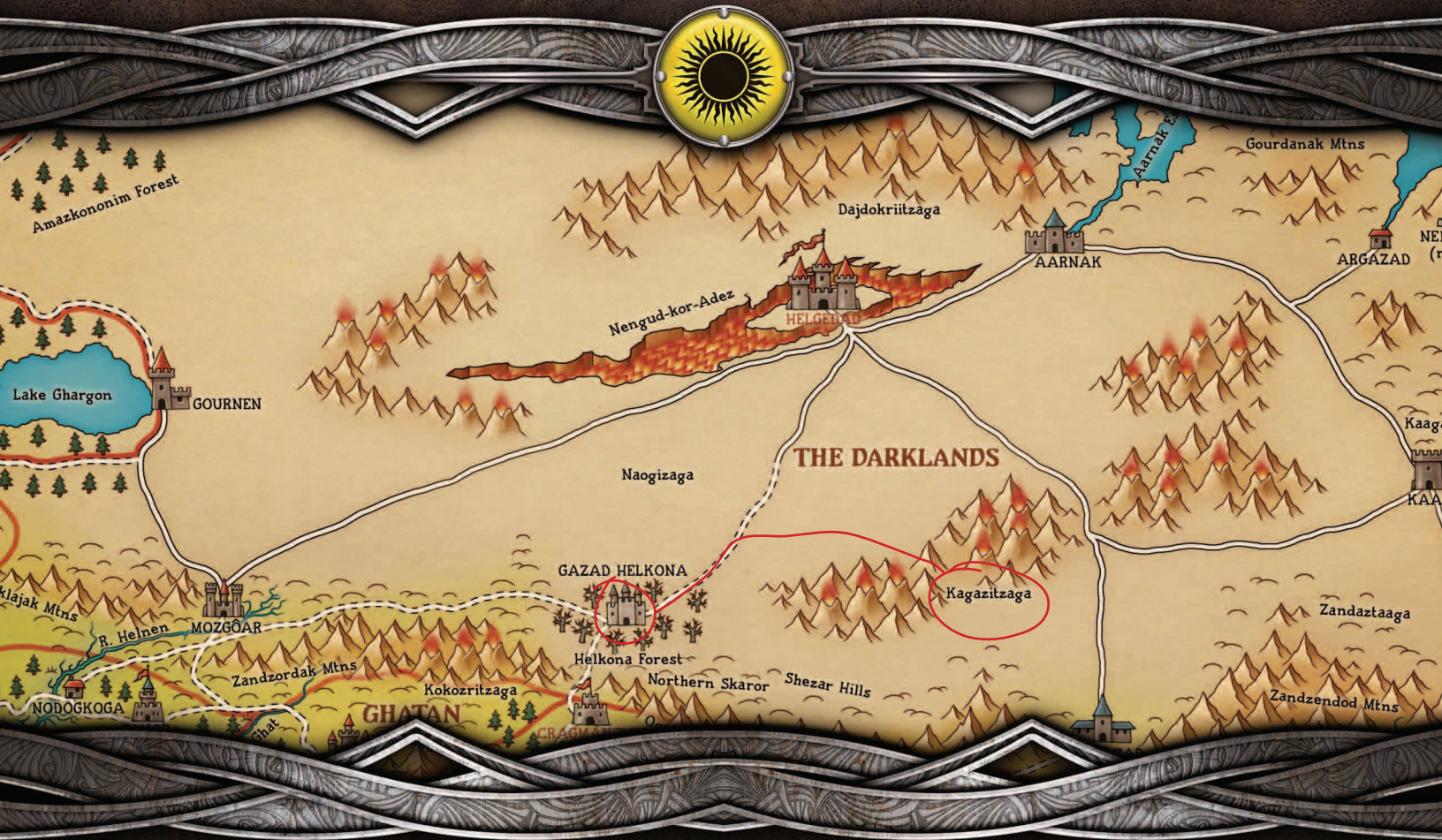
Creative Use of Disciplines

There will be times when you want to use a discipline by itself to do something unique that cannot be achieved by any other means. For example, using Mind Over Matter to tip over a mug of ale in order to distract a guard while you are tied up in a prison cell.

These situations can be resolved with a discipline test, with the Narrator quickly assigning a Difficulty to the action. That said, players will always want to know whether their intended action is possible or not. Tipping a glass over with Mind Over Matter is a clever use of the discipline. Trying to lift a beached wagon into the air with the power of your mind is impossible though – it is simply too large and too heavy to be moved this way, even for a Kai Master.



COMBAT



IN THIS CHAPTER

THE INITIATE-LEVEL RULES OF COMBAT
DAMAGE AND HEALING
MASTER-LEVEL RULE: MODIFIERS IN COMBAT
MASTER-LEVEL RULE: TECHNIQUES
BAR-ROOM BLITZ – AN EXAMPLE OF COMBAT



CHAPTER THREE COMBAT

When the ferry reaches the middle of the lake, the man stops rowing and stands up. He laughs menacingly and pulls back the hood of his cloak to reveal himself. He is a Drakkar and you must fight him.

– Flight from the Dark

Combat is a common occurrence for heroes as they face the agents of Naar, bandits, wild creatures and many other foes. Like Lone Wolf himself, your Kai Lord characters may be involved in fights ranging from tavern brawls and duels to pitched battles and ferocious melees.

This chapter forms the basis of the combat system for ***The Lone Wolf Adventure Game***, providing the framework for resolving combat encounters.

Future supplements may build upon this framework but for now, everything you need to play out the epic struggles of ***The Lone Wolf Adventure Game*** rests in the rules and examples found in this chapter.

THE INITIATE-LEVEL RULES OF COMBAT

When you're starting out with ***The Lone Wolf Adventure Game***, you need only worry about four rules: Combat Exchanges, Grouped Enemies, Ranged Attacks and Evading. These will be described below and marked as Initiate-level rules for you.

If you want to play through more complex fights and encounters, consider using the Master-level rules given here. Remember that you never have to use all the Master-level rules; your Narrator and you can decide what balance of rules makes for the most enjoyment during play.

A BASIC COMBAT EXCHANGE

This first section introduces the simple idea of a Combat Exchange, the basic structure that all combat uses in the game. The Narrator will know your enemy's COMBAT SKILL and ENDURANCE points. Your aim as a Kai Lord is to defeat the





enemy by reducing its ENDURANCE points to 0, while losing as few ENDURANCE points as possible yourself. The sequence for a Combat Exchange is as follows:

Step 1. Add or subtract any extra points gained through your Kai disciplines, traits, equipment or other applicable modifiers to your current COMBAT SKILL total.

Step 2. The Narrator subtracts the COMBAT SKILL of your enemy from this total. The result is your Combat Ratio. Combat Ratio is **always** determined by subtracting the adversary's CS from the hero's CS.

Step 3. With the Combat Ratio determined by the Narrator, you pick a random number.

Step 4. The Narrator then consults the Combat Results Table (see page 28 or the sheet included in this boxed set). The Combat Ratio numbers are printed across the top of the chart and the random numbers are printed down the side.

The Narrator finds the number that matches your Combat Ratio along the top and cross references it with the random number that you have picked down the side.

The corresponding entry shows the number of ENDURANCE points lost by both yourself and your enemy in this Combat Exchange. The 'E' entries represent points lost by the Enemy; the 'H' entries represent points lost by the Hero – your character.

Step 5. On your Action Chart, you record the changes in ENDURANCE points to your character. The Narrator records the ENDURANCE loss for the enemy.

Step 6. If neither combatant has been reduced to 0 ENDURANCE and neither combatant is Evading, return to Step 1.

This process of Combat Exchanges continues until one side tries to Evade or the ENDURANCE points of either the enemy or your character is reduced to 0, in which case they are declared dead.

If your character is dead, your adventure is over. If the enemy is dead, you proceed but your ENDURANCE points remain reduced until you have the chance to heal.

AN EXAMPLE OF A BASIC COMBAT EXCHANGE

So, for example, Jon's Kai Lord, Dawn Thunder has COMBAT SKILL 15 and is fighting the Drakkarim, who has COMBAT SKILL 19. Jon's character has the Kai discipline of Mindblast, so he adds the +2 bonus to his COMBAT SKILL, giving Dawn Thunder a total COMBAT SKILL of 17.

The Narrator subtracts the Drakkarim's COMBAT SKILL from Dawn Thunder's COMBAT SKILL, giving a Combat Ratio of -2 (17 - 19 = -2).

Jon picks a random number, picking a 5 from the Random Number Table. The Narrator cross references this on the Combat Results Table showing that the outcome of this particular Combat Exchange is H6/E3. Therefore Dawn Thunder loses 6 ENDURANCE points and the Drakkarim loses 3 ENDURANCE points.

On his Action Chart, Jon reduces Dawn Thunder's ENDURANCE by 6. The Narrator makes a note of the Drakkarim's reduced END too. Neither combatant has been reduced to 0 EP, so they return to Step 1.

If you have played other adventure games, you will note that a single Combat Exchange (and random number) resolves the damage dealt, and received, by both you and the adversary you are facing.

Knowing - and Not Knowing - the Rules

Not all the Players need to learn the rules of the game, at least not at the beginning. So long as they can think like their character and describe their actions, then the Narrator can translate their intent into the game mechanics.

Over time the rest of the Players will become more comfortable with the rules of the game too. This makes for a much more comfortable learning curve than forcing everyone to read the rulebooks before you start to play.





In *The Lone Wolf Adventure Game*, the Narrator never has to pick a random number to resolve the attack of an adversary; the Player can do this for Exchanges where they are the attacker and also for when they are being attacked. This allows Narrators to concentrate on the content of the adventure, describe what is happening in the game and play all the other characters and creatures you will encounter on your journeys. That said, Narrators do still have opportunities to pick random numbers during the game. An enemy surprising you and your friends might require a pick to determine how much ENDURANCE damage you take before you are even aware of a battle taking place. By picking this number himself, the Narrator helps create the feeling of a situation that is out of control until you and your fellow Kai Lords get to fight back!

THE MANY TYPES OF COMBAT EXCHANGE

As you will see later in this chapter, a Combat Exchange is a small but vital element of combat and constitutes the basic building block for resolving any kind of attack in *The Lone Wolf Adventure Game*; whether it be close combat (as illustrated in the example above), ranged attacks (such as bows and crossbows) or magic based assaults (such as the spell Lightning Hand of the Magicians Guild of Toran).

Combat gets more involved, and complex, as more Players and enemies are involved in any melee, and as more advanced rules are introduced to the game, but the core mechanic of the combat system is the Combat Exchange.

KEY COMBAT TERMS

Now that the Combat Exchange has been described and illustrated with a basic example, it's time to introduce some other Combat Terms used within *The Lone Wolf Adventure Game*. Later sections within this chapter will explain their usage along with appropriate examples and in later supplements new concepts will be introduced for more advanced and detailed play.

Character or Hero

A Player's character.

Enemy

An opponent of the characters within any given Battle.

Combat

Used to describe any kind of encounter between characters and enemies that use the combat rules described within this chapter.

Ranged Combat

Any attack that takes place at range such as bowfire. Rules for resolving such attacks are explained later in this chapter.

Close Combat

A term used for any attack that takes place at close quarters.

Engaged

A character or adversary that is attacking, or being attacked by, an opponent in close combat is considered to be Engaged. One character or adversary can be Engaged multiple times, each time by different opponents. Once an individual is Engaged in close combat with an opponent, then they remain so until they die, their opponent dies or either of them successfully Evade Combat. Individuals are not considered Engaged if they

are attacked from range. Individuals that are Engaged may not attack any opponent that they are currently not Engaged with.

Combat Round

A variable unit of time in which each character, and the adversaries they face within the battle, declare and resolve any attacks and other actions in order to determine victory. A battle is made up of a variable amount of Combat Rounds.

Order of Battle

The order in which characters and adversaries Engage and resolve Combat Exchanges with each other, or take other actions, within a Combat Round.

Combat Ratio

The number that is derived from subtracting the COMBAT SKILL of an enemy from the COMBAT SKILL of a character.

Combat Results Table

The table that shows the ENDURANCE points lost by both the character and their enemy within a given Combat Exchange.

Combat Exchange

Where a Player picks a number (or rolls a dice) from the Random Number Table and cross references it with the Combat Ratio on the Combat Results Table. Usually, for close combat a Combat Exchange simultaneously involves an attack by the Player's character and the adversary's attack on the character.

This is not the case for ranged attacks, where only the attacker deals damage and any ENDURANCE loss damage listed within the Combat Results Table is ignored by the attacker, the character or enemy firing the ranged weapon.



ORDER OF EVENTS IN A BATTLE AND COMBAT ROUNDS

Initiate-level Rule: Unless you or your adversary are surprised, all combat happens roughly at the same time. If it becomes necessary to determine the Order of Battle, combatants act in order of highest Combat Score first.

Master-level Rule: During a battle, characters and enemies fight and Engage each other until one side is defeated. Each Battle is made up of a number of Combat Rounds and the following describes the order of events within a battle and its associated Combat Rounds:

Step 1. Determine Ambush and Surprise.

Step 2. Determine Order of Battle – based upon each individuals' (character or enemy) base COMBAT SKILL. The Narrator lists the characters and enemies involved within the Battle in order of highest to lowest COMBAT SKILL scores.

One of the following optional rules might be used instead:

1. *Optional Rule – Mobility:* Combatants subtract their DEFENCE scores from their COMBAT SKILL before determining Order of Battle. This allows lightly armoured heroes to seize the initiative through ease of movement.
2. *Optional Rule – Dynamic Initiative:* At the start of combat, every Player picks a random number and subtracts 5 from it. This value (from -5 to +4) is then added to that Player's normal place in the Order of Battle to determine when he or she acts.
 - i. Dynamic Initiative normally only affects Players. If the Narrator wishes, foes with the Veteran trait can use it as well.

Step 3. In each Combat Round:

- Each player resolves their characters' actions for the Combat Round. The narrator does the same for each enemy, in descending (highest score first) order of battle.

Players should think about what their characters want to do and describe their actions accordingly. As each Combat Round is usually a very short frame of time, often just 10 seconds and no more than 1 minute, each player should describe one particular action that they wish to perform based upon those listed below.

An action may involve **one** of the following:

A Ranged Combat Action: Ranged Combat Actions occur first (see the rules for ranged combat on page 30).

- Make a ranged attack.

OR

A Close Combat Action: Close Combat Actions occur after all ranged combat has been resolved.

- Attack – but only if you have not already inflicted damage against an Enemy during the round.

OR

- Use a combat technique.

OR

- Cast a magic spell.

What Can I Do On My Turn ?

So it has come to your turn in the Order of Battle and you want to act. Good! That is the sort of decisive action that makes a Kai Initiate! The first thing you should do is fight your enemies or move to Engage them in some way. Doing that will be all you can do on your turn and the Order of Battle moves on.

If you were attacked by an enemy, you have had a chance to attack as part of that, so your options are more limited. Because you didn't initiate the combat this round, you can still take a Special Action of some kind. Normally, this is limited to using an item (Potions of Laumspur are always nice!) or Evading. The Narrator is the final judge of any small, quick action you may wish to take.





In addition to a Combat Action (ranged or close), a character may also:

Move: An individual may move a distance appropriate to them and the duration of the Combat Round (both determined by the Narrator, typically one range increment). If the character is currently engaged in close combat, no movement is possible without successful Evading Combat.

AND

Perform a Special Action: Special Actions are resolved at the same time as close combat actions.

- Healing.
- Perform any other action – picking a lock.
- Use a Potion of Laumspur or other consumable.
- Attempt to Evade combat.

Step 4. At the end of each Combat Round, all sides involved take the following action:

- Ensure that all ENDURANCE loss or other effects resulting from the action have been recorded.

Step 5. If the combat is still in progress, return to Step 3.

Step 6. At the end of battle, resolve any outstanding effects and address any actions taking place after the conclusion of the battle (such as immediate healing, diseases, poisons or other consequences).

With just the rules for a Basic Combat Exchange and the Key Combat Terms defined below, you can see all the components for how combat is resolved in *The Lone Wolf Adventure Game*.

It may seem complicated right now but it will start to make more sense as you read through the other examples in this chapter. Also, be sure to read through the adventures in the Legends of the Kai book in this boxed set. They take you step by step through each combat they contain. This way, you can learn at the same time as your Players.

AN EXAMPLE OF COMBAT USING THE INITIATE-LEVEL RULES

Storm Sparrow and True Song have tracked down a Giak that escaped an earlier battle. The Giak turns to face his pursuers, a new battle is joined, and the Giak is outnumbered by the two heroes.

Storm Sparrow has a COMBAT SKILL of 18, True Song has a COMBAT SKILL of 14 and the Giak has a COMBAT SKILL of 15. Therefore the Order of Battle for the three combatants is Storm Sparrow first, followed by the lone Giak, and finally True Song last. The characters and their Giak enemy are already at too close a range to use ranged weapons; the Narrator adjudicated that the path through the forest offered very little visibility. By the time they reached the fleeing Giak, they were practically on top of him!

Storm Sparrow's Player decides to attack the Giak. A Combat Exchange between Storm Sparrow and the Giak is resolved. Neither Storm Sparrow nor the Giak have been attacked during the current Combat Round until this action and therefore both apply damage.

It is now the Giak's turn. As he has already been attacked this Combat Round, and has therefore already acted as part of the Combat Exchange with Storm Sparrow, he may not take any further action.

Finally it is True Song's turn. As she has not been attacked during this Combat Round, she can take any action she likes.



What Else Might be a Special Action?

Essentially, if you can perform an activity in less than 10 seconds, while distracted, it is probably something you could do as a Special Action. The possibilities are endless, from using a Special Item to moving the tumblers on a huge stone panel. The Narrator is the final arbiter on what qualifies as a Special Action but, in general, if it sounds reasonable, it should be allowed. A good rule of thumb for acting in combat is that, every round, a character gets to do three things: move (if possible), fight and act. Movement may be limited, fighting may have already happened for slower-moving combatants, and actions may have to be very brief, but the opportunity is there.





Her Player elects to try and finish off the evil creature, knowing that Storm Sparrow has already injured the Giak.

True Song's Combat Ratio with the Giak is -1 and her player produces a result of 7 on the Random Number Table.

Cross referencing this on the Combat Results Table, the Narrator sees the Giak take 8 ENDURANCE points of damage and True Song takes 2. The Giak has already Exchanged attacks with Storm Sparrow earlier in the current Combat Round and suffered 6 ENDURANCE from her. As it only had 12 ENDURANCE to start with, the Giak succumbs to its wounds and dies.

COMPLICATIONS

For most battles in the Initiate-level version of **The Lone Wolf Adventure Game**, combat is exactly that simple. There are some additional complications, of course, like groups of monsters and ranged combat, but for the most part the system is as easy as that.

These rules are also at the core of the Master-level system for combat. The following sections provide more specific information as well as detailed examples in order to build upon this basic understanding. Keep in mind that until the final example – Bar-room Blitz – these examples do not contain all the rules. Each one is a window on a specific topic. All the rules come together in the big example at the end of this chapter.

Wherever the terminology gets heavy and a lot of rules happen at once, fear not. An example, typically one where True Song is in the thick of the action, will surely appear to enlighten you!

MULTIPLE ENGAGEMENTS AND ENEMIES

A simple encounter involving one character and one enemy will be a rare occurrence in your adventures. Unlike the Lone Wolf

game books, you will likely be playing this game with other friends. Together you will be facing numerous opponents in dangerous battles, only rarely fighting one-on-one.

As explained above, a character or enemy may only initiate a Combat Exchange and attack an opponent during the current Combat Round if they are not already Engaged in some way.

Any given combat will have several Engagements, all of which are happening simultaneously. Each Engagement is a separate fight between any number of heroes and adversaries. If four heroes are fighting six Giaks all in the same melee, that's one Engagement. If four heroes are fighting four groups of Giaks, each group in a different part of a large field, that's four Engagements in one Combat.

In the Initiate-level rules, Multiple Engagements are not something you need to worry about. In the Initiate-level, every combat situation counts as one Engagement – you and your allies against all your adversaries. This keeps things simple, orderly and easy to resolve.

Master-level Rule: When using the Master-level rules for combat, every adversary is an individual. They may be grouped together when they are in the same Engagement, but this is not always the case. During a Combat Round, characters and enemies in an Engagement only inflict ENDURANCE damage once, no matter how many times they are part of a Combat Exchange.

- Each combatant, the characters and their enemies may choose when to inflict damage in any given round but must do so before a Combat Result is determined against your chosen target.

What Makes a Good Battle?

A battle should tell a story. It's not about going round the table and taking turns to hit the monsters; it should be about something more than this. A battle should be like life itself; moments of excitement, moments of despair, moments of glory and moments of failure. A battle is not always about winning; there can be as much fun being on the losing side as on the winning side.





COMBAT RESULTS TABLE

COMBAT RATIO

RANDOM NUMBER

	-11 or Greater	-10/-9	-8/-7	-6/-5	-4/-3	-2/-1	0/0	+1/+2	+3/+4	+5/+6	+7/+8	+9/+10	+11 or Greater	
1	E -0	E -0	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	1
	H K	H K	H -8	H -6	H -6	H -5	H -5	H -5	H -4	H -4	H -4	H -3	H -3	
2	E -0	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	2
	H K	H -8	H -7	H -6	H -5	H -5	H -4	H -4	H -3	H -3	H -3	H -3	H -2	
3	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	3
	H -8	H -7	H -6	H -5	H -5	H -4	H -4	H -3	H -3	H -3	H -2	H -2	H -2	
4	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	4
	H -8	H -7	H -6	H -5	H -4	H -4	H -3	H -3	H -2	H -2	H -2	H -2	H -2	
5	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	5
	H -7	H -6	H -5	H -4	H -4	H -3	H -2	H -2	H -2	H -2	H -2	H -2	H -1	
6	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	6
	H -6	H -6	H -5	H -4	H -3	H -2	H -2	H -2	H -2	H -1	H -1	H -1	H -1	
7	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	7
	H -5	H -5	H -4	H -3	H -2	H -2	H -1	H -1	H -1	H -0	H -0	H -0	H -0	
8	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	8
	H -4	H -4	H -3	H -2	H -1	H -1	H -0	H -0	H -0	H -0	H -0	H -0	H -0	
9	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	E K	9
	H -3	H -3	H -2	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	
0	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	E K	E K	0
	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	

E=Enemy

H=Hero

K=Automatically Killed



The Combat Results Table

This table, provided above, is the heart of *The Lone Wolf Adventure Game* combat system. As you will quickly notice while using it in battle, the numbers are skewed in favour of the heroes. This is intentional, as your characters are likely to go through several battles over the course of a given adventure while enemies generally only appear once and almost always at full health. This means that for Kai Lords, combat is a matter of attrition.

The offset in ENDURANCE loss values on the Combat Results Table keeps this imbalance from becoming overwhelming.



GROUPED ENEMIES

Four ghastly zombies stagger out of the gloom, their eye sockets glowing with scarlet flames and their twisted hands extended towards your throat. You must fight these gruesome creatures as one enemy.

– Fire on the Water

The Narrator may choose to combine similar enemies into a group of enemies which effectively attack their opponents as one enemy. A number of rules should be adhered to when creating such Grouped enemies:

- Firstly, such enemies must be the same type of creature – Giaks or Drakkarim, for example – with identical COMBAT SKILL and ENDURANCE scores. Different types of enemies cannot be combined into the same ‘Grouped enemy’
- Secondly, the adversaries must all share one of the traits that allow them to be grouped into a single unit of attackers. These traits are: Swarm, Mob, Pack and Soldier.
- The Grouped enemy takes the initial starting COMBAT SKILL and ENDURANCE Points of one such creature and adds a bonus to their combined COMBAT SKILL and ENDURANCE scores for each extra individual within the Group up to double the original COMBAT SKILL score. Past this point, extra adversaries should be used to form a new Grouped Enemy.
 - The bonuses are as follows.
 Swarm: +1 CS / +1 END
 Mob: +2 CS / +2 END
 Pack: +3 CS / +3 END
 Soldier: +4 CS / +4 END

Such ‘Grouped enemies’ are still bound by the same rules as individual enemies. To all intents and purposes they are treated as a single enemy.

Grouped enemies can be used to group together assailants in order to provide a legitimate challenge to more powerful characters using what would be individually inferior opponents, such as Giaks. These rules also emulate epic confrontations where a heroic handful of Kai Lords face dozens of enemies, without slowing the pace of the game down.

Lastly, they also present a quick way of resolving encounters and battles with large numbers of the same foe.

Important Note: Once you create a Grouped enemy, their new statistics remain constant throughout the battle. As Narrator, you should of course describe individual members of the group falling during the fight but do not recalculate the group’s COMBAT SKILL and ENDURANCE each time. Keep the combat fluid, fast-paced, and exciting!

AN EXAMPLE OF GROUPED ENEMIES

Moon Blade (COMBAT SKILL 19), Dawn Thunder (COMBAT SKILL 18) and True Song (COMBAT SKILL 14) encounter a patrol of six Giak Raiders during their adventure. Each Giak has COMBAT SKILL 12, ENDURANCE 18. As Giaks have the Mob trait, they may be combined as a Grouped enemy. Each Giak after the first adds +2 CS and +2 END to the Grouped enemy’s stats. As there are 5 additional Giaks, this adds +10 CS and +10 END, resulting in a Grouped enemy of Giak Raiders (COMBAT SKILL 22, ENDURANCE 28).

As a group, the Giak Raiders have the highest COMBAT SKILL, although individually they wouldn’t (an advantage of Grouped Enemies). The Narrator elects to attack True Song with the Grouped enemy. Subtracting the Grouped enemy’s CS of 22 from

Battle Tactics

Study the combat rules in this chapter and learn how the Order of Battle and Grouped enemies work. These can often swing difficult fights in your favour, either by allowing you to concentrate all Players against a single tough enemy, or cleave through many weaker ones without slowing you down too much or distracting you from your mission. Watch carefully what happens during a battle and, more to the point, watch out for one another. If one of your fellow Players suddenly gets mobbed by three Gourgaz, do not wipe your brow in relief as you charge into a bunch of Giaks, thankful that they did not pick on you. Remember, you are a hero. You should act like one!

Finish off those Giaks as quickly as you can and then take on one of the Gourgaz, doing anything you can to help your comrade out. After all, you never know when it will be you that needs their help. Stand with your teammates or die alone.





True Song's CS of 14 leads to a Combat Ratio of -8, True Song's Player picks a random number of 2 (a result of H7/E0 on the Combat Results Table). This results in 7 points of ENDURANCE loss to True Song and 0 to the Giak Raiders.

Moon Blade acts next and he engages and attacks the Giak Raiders. Things are a little more even in this Combat Exchange (with a Combat Ratio of -3 between the two opponents). The Player produces a result of 5 on the Random Number Table which means that the Giak patrol loses 5 points of ENDURANCE. The Grouped Enemy already inflicted damage this round on True Song, so Moon Blade does not suffer any END loss.

Dawn Thunder attacks and successfully damages the Giak Raiders. Again, just like with Moon Blade, even though the result shows ENDURANCE loss on the Combat Results Table for the character, Dawn Thunder receives no damage.

Finally, it's True Song go. She was initially attacked by the Giak Raiders and therefore cannot attack again this Combat Round. But True Song's Player is not without options. She may still take a Special action, like drink a potion or Evade to let her tougher friends handle these Giak fiends...

RANGE AND RANGED ATTACKS

Some weapons can be thrown or fired such as bows, daggers and slingshots. This allows characters to defeat their enemies at range; safely, so long as the enemy does not close the distance or does not have ranged weapons of their own.

Range is an abstract concept in *The Lone Wolf Adventure Game*. Instead of precise distances measured in yards and feet, the game uses four broad range categories: Far, Long, Close and Melee. These distances are only loosely defined but they act as follows:

- **Far:** This is the range at which you and your adversaries can see each other. You are too far apart to accurately use bows or other ranged weapons, but one or both sides are aware of the other and may act accordingly.
 - Far Range only applies if both sides are a long way from each other but either side wishes to initiate combat.
 - Ranged combat is possible at this distance but all ENDURANCE damage caused is reduced by half. **K** results are applied normally.
- **Long:** This range is the standard range for firing a bow or other missile weapon. enemies are still out of reach but both sides can see each other clearly. Ranged combat suffers no penalties and gains no advantages at this range.
- **Close:** At this distance, enemies are only moments from reaching each other. This is a 'whites of their eyes' situation. Ranged combatants gain a +2 to their COMBAT SKILL when attacking targets at this range.
- **Melee:** Both sides are within reach of each other and if groups are not yet Engaged, they are about to be. At this distance, melee weapons are effective and ranged combatants can only use ranged weapons if they are not Engaged.





A Move action can be used to move between ranges and takes you one level, up or down, on the Range chart. If you or an adversary moves from Close into Melee range, you immediately count as Engaged (as does your opponent) but you may not make an attack unless you have an ability that allows it.

To move *out* of Melee if you are Engaged, you must take the Evade action.

Ranged combat is very similar to Close Combat. Characters and enemies act in order of their COMBAT SKILL, choosing who to target. Every character and enemy may choose to attack with a ranged weapon, even if they have already been attacked by a ranged weapon. This is unlike close combat.

Combat Ratios are worked out in the same way but the attacker (the person firing the weapon) will never suffer any loss of ENDURANCE. Every time your character fires a ranged weapon, remember to cross off ammunition from your Action Chart, whether an arrow, stone or similar.

Daggers and spears are one-use ranged weapons but can be recovered during battle as a Special action in a given Combat Round, or freely after a battle.

Ranged weapons are quite often used right at the start of a battle as combatants rush towards one another. Once a character is Engaged in close combat, they may not use ranged weapons at all and must switch to a close combat weapon.

It is possible for an individual to use a ranged weapon throughout a battle, so long as they are not Engaged in close combat by an enemy.

You may use your ranged weapon against an enemy already Engaged by one of your allies but your COMBAT SKILL will

incur a -6 penalty when determining the attack result as you will be trying very hard not to hit your friend.

AN EXAMPLE OF RANGED COMBAT

True Song has managed to put down the Drakkarim Agent and his Giak slave, though she is certainly hurting from the effort. A long walk and a considerable amount of healing later, she reaches the small clearing where her fellow Kai Elrhin told her to meet them.

Unfortunately, her companions have been delayed and the only thing waiting for True Song in the clearing is a Giak patrol and their Mountain Giak leader. Cursing under her breath, True Song draws her dagger and takes cover behind a tree. Though she doubts she can fell the leader in one throw, she hopes she can weaken the big savage before they close into melee.

At this distance, the Narrator decides this counts as Close range. True Song's COMBAT SCORE of 14 gets a +2 from Close range, raising it to 16. The Mountain Giak's CS is also 16, giving True Song a Combat Ratio of 0. True Song's Player picks a 6, a result of H2/E6 on the chart. The Mountain Giak loses 8 ENDURANCE. If this were close combat, True Song would lose 2 END, but as this is ranged combat the attacker never takes damage.

Roaring in pain, the Mountain Giak rushes towards True Song with his lesser kin in tow. They close the distance, using a Move action to move from Close range to Melee range. They cannot attack True Song, but they now have her Engaged – she may no longer use her ranged weapon.

Everyone has taken an action of some kind, so the Combat Round ends.

If True Song ever makes it back to the Monastery, she may want to invest in a bow and some better companions.

Why are Ranged and Close Combat Separate?

Ranged and close combat are treated as separate parts of a given round in battle because the rules change depending on what the hero is up to at the time. When fighting in ranged combat, the attacker cannot be injured and does not count as engaging a target. In close combat, any given exchange can hurt both participants and everyone involved is considered Engaged.

The easiest way to keep these differences straight is to treat both as separate parts of the same fight. This also helps ranged characters remember to keep track of their ammunition, as close combatants do not have to do so.





AMBUSH AND SURPRISE

'You are indeed a Kai Lord,' says the sailor, but the astonishment on his face quickly changes to an unpleasant sneer.

'Or should I say you were!'

As he speaks, a door crashes open behind you and you turn to see three harbour thugs advancing towards you. Each is armed with a scimitar and you have no choice but to fight!

– Fire on the Water

The most effective way to fight a bigger opponent is to get in the first shot. While you can act first in combat by means of a high COMBAT SKILL, this still opens you up to retaliatory damage during an Exchange. When you get an opponent in a position where you can strike them before they even know they are under attack, that is called an Ambush.

Or as Mistress River Blade would describe it, 'good tactics'.

Unfortunately, your adversaries are often clever enough to think of the same thing. You may well find yourself being Ambushed far more often than you initiate them.

An Ambush is any combat situation that begins with one side completely unaware of the other's existence or any possibility of impending attack. As such, they tend to be rare occurrences as most opponents are generally wary whenever they are not in their homes. So are heroes, for that matter.

As Narrator, you will decide if a situation qualifies as an Ambush. If it does, combat immediately begins with what is called a Surprise Round, in which the side that set the Ambush gets a free attack.

SURPRISE ROUNDS

In a Surprise Round, only the Ambushers get to move and act. As Narrator, you determine the Order of Battle as per normal, but only the Ambushers get to take any actions. They may use a Move action, use ranged combat or otherwise act as if they were in a normal Combat Round. Combat Exchanges may take place in any order the Ambushers wish. Order of Battle will not apply until after the Surprise Round is resolved.

The following rules apply to combat in a Surprise Round:

- The Ambushers do not suffer any ENDURANCE damage as a result of Combat Exchanges during a Surprise Round. This results from opponents not being able to swing back.
- Ambushers may move from Close range to Melee range and initiate a Combat Exchange, effectively taking advantage of their target's surprise to move close and attack!
- If a target does not have weapons drawn, they count as being unarmed and will incur a -4 penalty to their COMBAT SKILL as a result.
 - Unsurprised targets may draw weapons when they are Engaged.
- If one of targets of the Ambush is not surprised for any reason, they may inflict ENDURANCE damage if Engaged. They still may not take an action of their own, however.

Once all Ambushers have had their turn, the Surprise Round immediately ends. Before normal combat commences, the following things occur:

- Anyone on either side may draw their weapon or weapons if they are not already armed.



Avoiding an Ambush

Avoiding an ambush is a good thing. As you can see from the rules here, getting surprised is a short road to getting mauled. Unless your Kai Lord's name is Scape Goat, you probably do not want that to happen. So, that being the case, how can you keep your insides where they belong?

The Narrator is key here, as they should provide you with ways to spot an Ambush before one occurs. If you are playing with the Initiate-level rules, the Sixth Sense discipline is very useful in this regard; whereas in the Master-level game skills like Perception and traits like Vigilant can help stop an Ambush before it even starts. Be wary, be mindful and ask questions during play. If something seems suspicious, be suspicious. Caution may not prevent every Ambush in your adventures, but it can make a big difference.



- Any or all targets of the Ambush may attempt to Evade. If they are not currently Engaged and within a short distance of sufficient cover (Narrator's discretion), this is automatically successful.

After this, combat begins and is treated normally, albeit with the targets of the Ambush a little worse for wear.

AN EXAMPLE OF A SURPRISE ROUND

Surprise rounds occur when one side of a battle is ready to act and aware of the enemy while the other is not. In this situation, the ready side gets to act while the other side can only defend itself and wait for the chance to return the favour.

For example, a Helghast might be disguised as a travelling peddler walking along the side of a heavily-trafficked road. Waiting for a good time to strike, the Helghast finally gets its chance when it sees a weary Bright Shield riding up the road in front of it. The Helghast lets the Kai Lord pass close by and then rushes the horse from behind.

Assuming Bright Shield is not warned in some way (such as by the Sixth Sense discipline, for example), the Helghast gets to fight an entire round of engagement while Bright Shield is powerless to attack back. This means that any ENDURANCE loss the surprise round would have caused to the Helghast is ignored while Bright Shield suffers whatever damage the engagement would normally inflict.

The element of surprise also allows the Helghast to close the distance between it and Bright Shield and still fight an engagement. This is usually only possible through the Charge technique.

Once the surprise round's Combat Engagement is done, the Order of Battle is followed as normal and the fight continues as normal.

HOW TO EVADE COMBAT

During your adventures your Narrator may give you the chance to Evade Combat.

- If your character is not Engaged, an attempt to Evade is automatically successful.
- If you are Engaged, you cannot Evade automatically.
- If you try to Evade while engaged, the Narrator calculates a Combat Exchange for every adversary engaged with you, one at a time, except you do not inflict ENDURANCE damage to your enemies. If you survive, you can then Evade.

When you successfully Evade combat, you immediately move to Close range and escape any Engagement.

Your character may lose ENDURANCE points during a round in which you are attempting to Evade Combat, but not your opponents – that is the risk of turning your back on your assailants. Your character may only take an Evade action if the Narrator allows you to do so. An enemy may also Evade Combat, applying the above rules to them instead of you. The Combat Round is resolved and any damage caused to your character during a Combat Exchange with an enemy attempting to Evade Combat is ignored.

AN EXAMPLE OF EVADE COMBAT

Evading Combat occurs when one side of a battle decides the risks of continued engagement are too great to continue fighting. Rather than stay in the engagement, that side opts to try and escape. Doing so is not without risks, however, as running away leaves one open to a parting blow.

For example, the battle between Bright Shield and a Helghast is not be going the way the creature of darkness expected. Bright

OK, I Evaded. Now What?

The short answer? Run. The longer answer is a little more complicated than that. Though you have gotten out of any combat Engagements you might be in, your enemies have not just magically disappeared. They still likely wish to do you bodily harm and will not just stand around while you saunter away.

When you have Evaded Combat, you seized the momentum and started to flee. Now you have to make good on it. Get to cover, find an alley, dive into the sewers. Do whatever it takes to put distances and distractions between you and your opponents. Get creative with ways to discourage pursuit. Your Narrator will determine if you successfully get away based on what you do immediately after you Evade Combat.





Shield was tough enough to survive the Helghast's initial assault and has been fighting several rounds without succumbing to his enemy's deadly blows. With a deadly weapon of his own, an axe made by the Dwarves of Bor and imbued with some of their forge-magic, he has wounded the Helghast several times.

Rather than die at the hands of a hated foe, the Helghast chooses to Evade Combat at the start of its next turn in the Order of Battle. It starts to flee but Bright Shield gets to strike at the Helghast as it runs away. This option occurs even if Bright Shield has already acted this turn and inflicted damage.

The Helghast is forced to fight an Engagement but cannot cause any ENDURANCE loss to its foe. The cost of Evasion is that it can only suffer damage as it breaks away from combat. If it survives, it immediately moves to Close range and can continue to retreat.

Bright Shield is free to pursue but combat immediately ends after the successful Evasion if no other foes are involved.

DAMAGE AND HEALING

The most common occurrence during any combat is injury. Even if you are using the Defence rules, you will still often suffer at least one point of ENDURANCE damage during each Exchange. Those points erode your vitality quickly and if you let your ENDURANCE score drop to 0, one of two things will happen to you.

Initiate-level Rule: At 0 ENDURANCE, you die. While you may not expire on the spot, you are mortally wounded, helpless and your consciousness fades. This marks the end of your Kai Lord's story.

Master-level Rule: In the Master-level game there are a choice of two rules for what happens when you reach 0 ENDURANCE; you and your Narrator can determine which one (or both) is right for your game.

Heroic Death: When your ENDURANCE reaches 0, you may immediately take one action before you expire. Your Narrator will determine if your desired action qualifies. If it does, you receive a +5 bonus to your COMBAT SKILL or WILLPOWER, whichever characteristic is needed to complete it.

Struggle to Survive: When your ENDURANCE drops to 0, you immediately collapse and have to fight to stay alive. Every time your place comes up in the Order of Battle after that, you must spend 1 WILLPOWER to stay alive. Only your allies not Engaged in combat can attempt to help you while the fight still rages.

After combat (or during if someone can reach you without becoming Engaged), allies can try a Medicine test (TV 7 WILLPOWER test) or provide any sort of magical healing that restores ENDURANCE to save your life. Each time this happens, you must spend another WILLPOWER point and make a Luck test.

Success raises you to 1 ENDURANCE. If the Luck test fails, allies can keep trying until you run out of WILLPOWER and fail the Luck test at the same time.

In any case, all aid must happen quickly after you first fall below 0 ENDURANCE. Your Narrator will decide how long is too long to wait for healing but at most, you have a few minutes to live. Then, your adventure is over.



Death, Dying and Loss

Accepting loss is essential when playing an adventure game. Your character will get robbed, beaten, starved, enslaved, tortured, stabbed and maybe even killed. Losing your magic sword can be devastating, losing a favourite character can be worse. In an adventure game death is a very real danger. Be prepared to start over again, and see it as an opportunity to try out a new hero, to star in a new blockbuster.





METHODS OF HEALING

NATURAL HEALING

Under normal circumstances, you regain all lost ENDURANCE points at the end of an adventure. This assumes there is time, shelter and resources available for you to recover after your quests. This process typically takes days or weeks, depending on the severity of your injuries, so expect a bit of quiet time between adventures.

However, there are quicker ways to be healed.

KAI DISCIPLINE OF HEALING

A Kai Lord with the Kai discipline of Healing can enter a meditative trance to regain ENDURANCE points. This is a slow process and it can leave them vulnerable to enemy attack while they are in the trance. The Kai Lord can also help others heal, though to a lesser extent. See page 39 of the *Book of Kai Training*.

Master-level Rule: The Medicine Skill

If you are using skills in play, the Medicine skill is a simpler, mundane version of the Kai discipline of Healing. In addition to its usefulness at purging disease and poison, it can directly treat injuries. Each point of ENDURANCE healed requires its own test, is considered a Standard difficulty (Target Value 6), and takes 15 minutes. No patient can be healed for more than 5 ENDURANCE in a 24-hour period and your Narrator may determine that some conditions may raise the Target Value of the skill check or make it impossible. Exposure to hostile elements, a lack of usable materials, and being Engaged in combat would all likely apply.

POTIONS OF LAUMSPUR

Potions of Laumspur immediately restore 4 ENDURANCE points for every dose taken. They can be consumed as a Special action during combat. This is the best way to be healed but such potions are rare and expensive. There are other herbs and magical remedies that can heal damage in Magnamund but first you will have to find them.

HOW NATURAL HEALING WORKS

Natural healing is the physical process of healing wounds and illnesses without magic. Medicine and proper care can certainly help, but a character will naturally heal simply through the passage of time. Natural healing typically requires rest, nourishment and shelter.

For example, Bright Shield has been wounded and decides he needs to rest and mend some of his injuries before continuing to hunt an escaped Helghast. He seeks shelter in the nearby forest. The walk to find a place to rest does nothing to help his wounds but he has to find a comfortable place to recover.

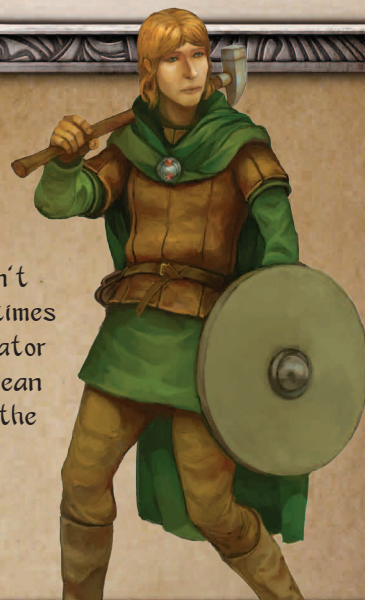
Once he reaches a suitable thicket, he sets up camp with his bedroll and a small fire. While cooking one of the meals from his backpack, he cleans and bandages his wounds. After dinner, he rests as well as he can until morning. After a filling meal and a night's sleep, Bright Shield regains a little ENDURANCE.

The exact amount is dependent on conditions and the Narrator's approval. In this case, all the factors in the situation are positive (sleep, shelter, and a good meal) and so the Narrator allows Bright Shield to recover 3 points of ENDURANCE. This is generally the most that natural healing can do in a single day.

It is not much but it is better than nothing. Bright Shield counts himself lucky to still be alive and returns to his hunt!

We're in this Together

Remember that although this is a game, you are not playing against one another. The Narrator isn't there just to kill your characters; they're there to make the story challenging and fun. Sometimes bad things happen but that doesn't mean the Narrator has to get vindictive about it. The Narrator should be playing with the Players, not against them. Being on the Player's side doesn't mean always giving them what they want; it means just being fair and being willing to give them the benefit of the doubt.





MASTER-LEVEL RULE: MODIFIERS IN COMBAT

Rules for combat are, by necessity, an abstraction. As such, the basic guidelines for combat are enough to cover any normal situation involving two or more groups looking for some nice, honest violence.

But to be fair, since when have the epic battles of Lone Wolf ever been normal?

Under extraordinary circumstances, some penalties might apply during combat. Remember that these always modify COMBAT SKILL, never the random number chosen during a Combat Exchange. That number always remains unmodified.

The following is a list of common modifiers applied under certain conditions to heroes (and where appropriate, their adversaries) during combat:

- +1 for fighting with a weapon in each hand
- +1 for fighting with a single weapon wielded in two hands
- +2 for a ranged attack at Close range
- -4 for entering combat without a weapon
- -2 for entering Ranged or Close combat with an improvised weapon
- -4 for fighting in the dark (normal darkness)
- -8 for fighting in total darkness
- -6 for shooting a ranged weapon into combat when the targeted opponent is Engaged with an ally
- -1 for fighting at a disadvantage (your opponent is on higher ground, for example)
- -2 to -4 for fighting at a significant disadvantage (you are fighting in manacles, for example), Narrator's discretion.

- -2 for fighting in an unfamiliar, awkward, or dangerous position

The Narrator is the final arbiter on when penalties apply and how severe they might be. Skills and traits might lessen or even negating these modifiers, as you wish.

As examples, the Night Owl trait might negate the penalty for fighting in normal darkness. The Riding skill might reduce the -2 CS penalty for doing battle while astride an uncooperative giant eagle down to -1.

Master-level Rule: Heroic Strikes

If a character or enemy has already inflicted damage, they normally cannot damage another opponent during that same Combat Round. However, if they are attacked a second time that round and deal a 'K' result on the Combat Results Table to their opponent, the opponent loses 9 ENDURANCE points instead. This simulates a furious combat where a single, rare opening against an overwhelmed opponent allows for a telling, perhaps lethal attack.

MASTER-LEVEL RULE: TECHNIQUES

Techniques are a Master-level rule, a way of allowing combat to be more than just a series of blows being traded until someone dies. With techniques, Kai Lords (and some of their enemies) can pull off stylish moves in battle. Techniques are not a replacement for combat; in fact most techniques cause no damage at all.

An Example of Using a Modifier

For example, Moon Blade has been surprised by a Helghast posing as a Bandit Lord. Managing to survive the fiend's initial attack because of his Mindshield discipline, it is now the Kai Lord's turn to attack. Fortunately, Moon Blade has a magical weapon, Gloaming, a short sword enchanted by the Elder Magi.

He draws Gloaming and strikes. Since he was already Engaged, Moon Blade can initiate a Combat Exchange (i.e. attack). His normal COMBAT SKILL is 17. Gloaming's bonus is +2 CS, but this increases to +4 when attacking Darkspawn and Minions of Naar. He also possesses Mindblast. This would give him another +2 to his COMBAT SKILL but Helghast are immune to that Discipline. Adding his modifiers, Moon Blade attacks with a COMBAT SKILL of 21 against the Helghast's CS of 22.





What they do allow is manoeuvres that change the shape of a combat, offer a momentary advantage, or make extremely well-equipped opponents easier to handle. In *The Lone Wolf Adventure Game*, we will focus on Battle techniques. These are useful in martial combats, focusing on weapons, physical combat and movement. Later supplements will delve into other kinds of techniques, such as Magical or Psychic techniques.

HOW TO PERFORM A TECHNIQUE

In order to perform a Battle technique, you must first have advanced combat training. For Kai Lords, this is automatic as such training is part of their daily lives.

- Techniques typically require the expenditure of 1 or more WILLPOWER points. You cannot use techniques at all if your WILLPOWER score is at 1, even if the technique in question does not require any WILLPOWER expenditure.
- Some techniques require a technique test. For Kai Lords, this is a COMBAT SKILL test.
- If you have the Weaponskill discipline you can add your discipline bonus to technique tests.
- It is possible for Weaponskill to act as a Discipline Trump in a test as normal for skills (see page 19), but Narrators should only allow this when a technique is being used against surprised opponents or clearly inferior foes.

All techniques have a Target Value of 6 unless otherwise stated.

If the technique is used against an enemy, their COMBAT SKILL bonus is added to your Target Value, making techniques against extremely well-trained opponents and groups more difficult.

Important: Note that unlike other skill tests, your total COMBAT SKILL is used to determine your characteristic bonus for a technique test, regardless of where your bonuses might come from. You may only use one technique per Combat Round and you may not make any techniques if your current WILLPOWER is 1.

TECHNIQUES AND ENEMIES

Heroes are not the only ones capable of using techniques. Enemies with the Veteran trait have a WILLPOWER score and a bonus to technique tests. The Veteran trait is explained in better detail on page 71. A few rare adversaries, usually important villains, may have other ways of using techniques. When this applies, the adversary's description will explain all necessary rules for using this ability.

TECHNIQUE LIST

- Charge
- Deadly Dodge
- Disarm
- Heavy Strike
- Infuriate
- Parry
- Riposte
- Second Strike
- Shield Dance
- Unfair Fight

CHARGE

You move rapidly as you approach an adversary, closing the distance with your weapon drawn and your first strike already underway.

Cost: 1 WP

Use: This technique requires no test.

An Example of Technique Use

True Song is facing down a Drakkarim Captain with a huge war axe. True Song wants to take that vicious cleaver away from the Drakkarim, so she chooses to use the Disarm technique.

The next time True Song acts in a combat Exchange, she may use this technique. She chooses to forgo inflicting any ENDURANCE damage and spends 1 WILLPOWER point. Instead of a normal Combat Exchange, True Song's Player makes a technique test. The Drakkarim's COMBAT SKILL of 22 gives him a bonus of +2 so the Target Value is increased by 2 to 8. True Song takes the test, adding a +1 bonus for her COMBAT SKILL of 15. She gets an 8 and the Drakkarim's axe is struck from its grasp. Because she succeeded, her adversary is disarmed and the Combat Round ends. If she had failed, the Combat Round would have continued as normal.





Benefit: Normally, moving from Close range to Melee range takes an action. If you use the Charge technique, you may move from Close to Melee and still make an attack.

DEADLY DODGE

In the middle of a crowded melee, you position yourself so that when an enemy attacks you, it ends up hitting its own allies instead.

Cost: 1 WP

Use: Technique test against an enemy of your choice in your Engagement. You gain a +1 to your Total Result if there are three or more adversaries in your Engagement. If there are ten or more adversaries, gain a +2. For the purposes of this test, and this test only, count the members of Grouped enemies separately.

Benefit: After taking the test for this technique, resolve the Combat Exchange as normal. If you succeeded in the test, any ENDURANCE damage applied to you is instead applied to the adversary (which may be a Grouped enemy) of your choice.

Special: This technique can only be used in Engagements where you are outnumbered. Enemies cannot be made to inflict ENDURANCE damage to themselves.

DISARM

Using speed, strength and a sudden strike in just the right place, you knock away your opponent's weapon and send it crashing to the ground.

Cost: 1 WP

Use: Technique test against an enemy of your choice in your Engagement. You receive a +1 to your Total Result if you are wielding a larger weapon than the one you are attempting to disarm.

Benefit: Take the test for this technique before your Combat Exchange. If you succeed, your opponent is disarmed and the Combat Round ends with no Exchange. The disarmed weapon leaves the Engagement and lands in Close range.

Special: Disarming requires timing and focus. As such, the technique can only be used in Engagements against a single adversary.



Techniques in Ranged Combat

Kai Lords are well trained in ranged combat as part of their lessons at the Kai Monastery, but they are certainly not specially trained archers. As such, the techniques given here are focused on close combat as this is where Kai Lords truly excel. That said, there are a couple of techniques that, with the Narrator's permission, might see fair use in ranged combat.

If your Narrator agrees, Disarm and Unfair Fight can be used with a ranged weapon. These cost an additional Willpower point because of the precision and effort needed to successfully pull off such feats at a distance.





HEAVY STRIKE

You double up your grip on your weapon and throw everything you have into a single deadly blow, leaving yourself wide open to counter-attack!

Cost: 2-4* WP

Use: No technique test is required to use Heavy Strike.

Benefit: When you successfully perform a Heavy Strike, you double the ENDURANCE damage you inflict on your enemy during that Combat Exchange.

If your enemy is defeated by your attack, you suffer the normal amount of ENDURANCE loss as noted on the Combat Results table. If your opponent is **not** defeated, your ENDURANCE loss is doubled too.

Special: Heavy Strike requires a single weapon wielded with both hands.

*A weapon with the Heavy quality allows you to spend 4 WP instead. If you do so, your opponent's ENDURANCE loss is tripled instead.

INFURIATE

Through insults and a display of skill, you convince your adversaries that the only foe in the battle worth attacking is you.

Cost: 1 WP

Use: Technique test against any adversary of your choice that can see and hear you. This target can even be in another Engagement or not Engaged at all. You receive a +1 bonus to your Total Result if you have ever inflicted ENDURANCE loss on this adversary or previously Engaged them in battle.

Benefit: Normally an enemy can choose their target. If you successfully use this technique on an enemy, they must target you, Engage you as soon as possible, and cannot change targets unless Infuriated by someone else, you are defeated or the battle ends.

Special: If you have the Influence skill, you may make an Influence test instead. You may use Weaponskill to perform a Discipline Trump or make it an Enhanced skill test.

Infuriate can be used during battle at any time as a Special action. Infuriate does not obey the Order of Battle. You may not attempt to Infuriate an adversary that is trying to Evade combat.

PARRY

You catch an incoming blow with your weapon and turn it aside, though the effort is a draining one.

Cost: 1+ WP

Use: Technique test taken before a Combat Exchange where you are involved. Regardless of success or failure, resolve the Combat Exchange as normal afterwards.

Benefit: If you succeed at the test, you suffer no ENDURANCE loss regardless of the outcome on the Combat Result Chart. Instead, you lose half the amount you would have taken as WILLPOWER instead, rounded up.

If this loss would leave you at 0 or less WILLPOWER, you are struck unconscious.

Special: If this technique succeeds in turning aside a 'K' result, you are dropped to 0 Willpower and knocked unconscious.

How not to run out of Endurance

When you reach 0 ENDURANCE in Lone Wolf, you are dead or dying. It could well be the end, the finish, the fall into complete oblivion. Once your character has died, there is nothing more to do except create another Kai Lord (starting again at Rank 5!). The obvious solution is to never let yourself get too low on ENDURANCE! Do not treat your Laumspur or Healing disciplines as silver bullets to be saved indefinitely - use them as soon as you need them. After all, it is difficult to be healed in combat and you never know when a massive amount of damage may be heading your way. If you are at full ENDURANCE, you might just survive it. If you have been going around with ENDURANCE on about half of your normal total because you were saving a potion for 'later', you might never get the chance to use that potion at all.





RIPOSTE

Having defended yourself against a clumsy attack, you take advantage of your opponent's sudden vulnerability!

Cost: 2 WP

Use: Technique test against an enemy immediately after a Combat Exchange. You gain a +1 bonus to the test if you have a one-handed weapon and either an empty off-hand or a second weapon.

Benefit: You inflict an amount of ENDURANCE damage to the enemy equal to your rank. This damage cannot be increased by any other effect or quality.

Special: You may only use the Riposte technique after a Combat Exchange in which the Combat Results Table indicates that you lose 0 ENDURANCE. Note that if the Combat Results Table is anything higher than 0, or if you subsequently reduce it to 0, this does not apply.

SECOND STRIKE

With a weapon in each hand, you are twice the threat in battle. You can strike, defend, and strike again with lightning speed.

Cost: 1 WP

Use: No test is required for this technique. Once per round, you may use Second Strike during a Combat Exchange in which you could not normally inflict damage because you have already done so.

Benefit: You inflict whatever ENDURANCE damage you would have if this had been your first Exchange of the round. You always inflict at least 4 ENDURANCE even if you would normally inflict less damage because your Combat Result was too low.

Special: You must have taken the Ambidextrous trait three times in order to use this technique.

SHIELD DANCE

Your shield is a part of you, so much so that in the middle of battle, you can use it fluidly for attack one moment, defence the next.

Cost: 0-1 WP

Use: Technique test at the start of your turn in any Combat Round during a battle. This test costs no WILLPOWER to use.

If you fail this test, you may opt to spend 1 WILLPOWER to succeed instead.

Benefit: Shields normally provide a bonus to both COMBAT SKILL and DEFENCE. With the Shield Dance technique, those bonuses are added together and used for either COMBAT SKILL or DEFENCE.

You may change your choice from round to round at the start of your turn, beginning with the turn in which you made this test.

UNFAIR FIGHT

Combat is an honourable duty of the Kai Lords but their adversaries rarely feel the same way. To defeat evil, sometimes you have to break a few rules.

Cost: 2 WP

Use: Technique test against an enemy of your choice in your Engagement.

You gain a +1 bonus to your test if you have never used this technique against this enemy.



Learning from Past Mistakes

As you travel throughout Magnamund, completing adventures and succeeding in quests, you will find that there are many creatures that are immune to certain forms of attack and vulnerable to others. These you will mostly discover through experience, battling with them to find out what their strengths and weaknesses are. After that initial battle, remembering how you succeeded the first time will serve you well in the future.

Such knowledge is gained only through experience.





You suffer a -2 to your test if you have used this technique before on this enemy.

Benefit: If you succeed, you gain a +2 bonus to your COMBAT SKILL when you fight this enemy and this enemy suffers a -2 to their COMBAT SKILL when fighting you. These modifiers last for the rest of the battle.

AN EXAMPLE OF COMBAT USING THE MASTER-LEVEL RULES

Much later in the adventure, True Song finds herself isolated from his comrades-in-arms and facing a Giak and a Drakkarim Agent. True Song has a COMBAT SKILL of 14, the Giak has a COMBAT SKILL of 15 and the Drakkarim Agent has a COMBAT SKILL of 18.

Ambushed by the Giak and the Drakkarim Agent, True Song has no option but to fight the two enemies at once and hope that help arrives in time. As the two opponents of the Kai Lord both have higher COMBAT SKILL than the Kai Lord, they act before she does.

The Narrator decides that, rather than fleeing, the Drakkarim Agent is sure that the fledgling Kai Lord can be defeated quickly and elects to attack True Song.

A Combat Exchange between the Drakkarim Agent and True Song is resolved as usual. Deciding that the Drakkarim is the greater threat, True Song's Player chooses to inflict her damage for the round on the Drakkarim rather than the Giak – she could

opt to not inflict damage, which would allow her to subsequently inflict damage on the Giak. She must decide before any random number is picked, however.

True Song's Player produces a result of 4 on the Random Number Table. The Narrator cross references it on the Combat Results Table with a Combat Ratio of -4. The damage listed on the Combat Results Table is applied in full; both True Song and the Drakkarim Agent lose 4 ENDURANCE. True Song survives the attack but it is obvious she is outmatched.

The Giak acts next and presses the advantage against the lone Kai Lord. True Song has already been attacked this Combat Round so she can defend herself fully but cannot inflict any damage. True Song's Combat Ratio is -1 (CS 14 vs. CS 15 = -1) and picks a 0 on the Random Number Table. Looking this up on the Combat Results Table results in H0/E11. So, no ENDURANCE loss to the Kai Lord and 11 ENDURANCE loss to the Giak, except for the fact that True Song has already inflicted damage this round so cannot inflict it again to the Giak. True Song's Player curses her choice!

This illustrates the tactics behind choosing when in an Engagement to inflict damage. While the Drakkarim is the tougher opponent, the Giak is easier to damage and likely had less Endurance.

As True Song has already been attacked this Combat Round (twice in fact!) she cannot attack on her own action – all she can do is a Special action, but she chooses not to.. Can the brave Kai Lord survive these servants of Naar?

Playing Together

Everyone is there to enjoy the game, but each of you may have different ways of enjoying the game; be mindful of this and do not spoil other Players' fun. In playing a character, remember to differentiate between your character and you. Perhaps you enjoy playing the brash, obnoxious warrior. That's fine as a character, but that does not mean you have to be brash and obnoxious to the other Players or the Narrator out of character. You might like the quiet, solo character who goes off on his own; just remember that if there are other Players, they won't want to watch you take all the Narrator's time with your solo guests. Even Lone Wolf had help from time to time!





BAR-ROOM BLITZ – AN EXAMPLE OF COMBAT

Now you've read all the rules, including individual examples of how the different mechanics work, let's put them all together and see how a big battle might go down.

Bright Shield, Storm Sparrow and Dawn Thunder have been tracking a group of particularly vicious thugs called the Red Jacks for several days across Sommerlund. Named for their crimson leather jackets, stained in the blood of their first kill, the Red Jacks have been raiding trade roads and leaving a trail of corpses in their wake.

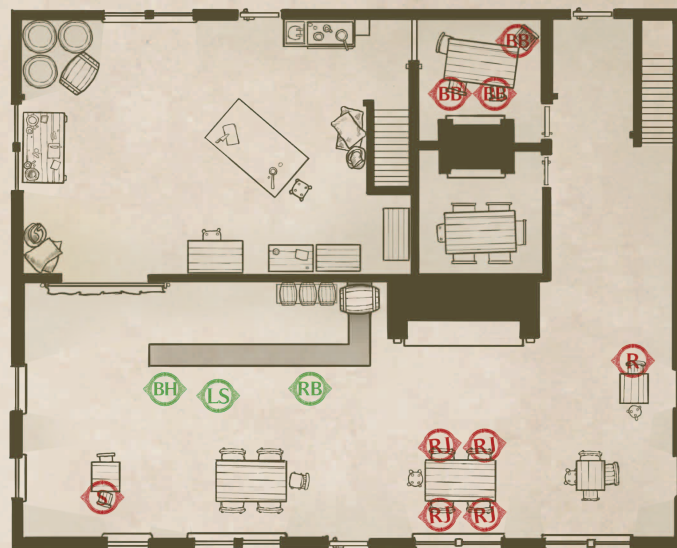
Determined to stop them, our three Kai Lords follow the Red Jacks' trail back to the dilapidated town of Eshnar on the border of the Wildlands. After scouting around town for a while, they decide to stop in at the Pick & Shovel, Eshnar's main tavern, and ask a few questions.

The bar is quite busy for a mid afternoon. Unfortunately for our heroes, all the other patrons here are Red Jacks...

The Red Jacks are all wearing their jackets inside out, concealing their scarlet colours. That hides them enough that the Kai Lords all come in and approach the bar before the bandits launch their attack.

Before combat starts, the Narrator takes note that Storm Sparrow has been actively wary for enemies here. Since you do not want

to give the Players any clue that an ambush is about to take place, you take a test for her. Because the Kai Lords are about to be seriously outnumbered and this situation could be very deadly, the Narrator determines the Target Value for the test is a 5 (Commonplace). The Narrator picks a 7.



The Narrator also make a check for Dawn Thunder's Sixth Sense but while he assigns the same Target Value, he picks a 3. His psychic abilities will be of no help in avoiding the dangers ahead.

While Bright Shield is trying to get the barkeep's attention, Riley (the second-in-command for the Red Jacks) signals the others in the tavern to attack!





SURPRISE ROUND

Storm Sparrow's caution pays off as Riley draws a throwing knife and shouts for his bandit followers to strike. Unfortunately, Storm Sparrow does not have time to warn her other two companions so while she is not surprised, Bright Shield and Dawn Thunder are both caught unawares. The current sides shape up like this:

HEROES

Bright Shield: COMBAT SKILL 20, ENDURANCE 25, WILLPOWER 13, DEFENCE 3

Storm Sparrow: COMBAT SKILL 18, ENDURANCE 26, WILLPOWER 17, DEFENCE 0

Dawn Thunder: COMBAT SKILL 17, ENDURANCE 22, WILLPOWER 18, DEFENCE 1

ENEMIES

Riley: COMBAT SKILL 16, ENDURANCE 20, DEFENCE 2
Special Trait: Veteran (5/+1)

Skeirn: COMBAT SKILL 17, ENDURANCE 18, DEFENCE 2

Red Jack Toughs: COMBAT SKILL 18, ENDURANCE 20, DEFENCE 1, Mob trait

Four thugs with a penchant for bloodshed, these bandits are only CS 12, END 14 individually. As a Grouped enemy, three of them add +2/+2 each for being a Mob (already factored in above). This is why smaller foes gang up; they can become very dangerous very quickly.

The Burly Boys: COMBAT SKILL 20, ENDURANCE 24, DEFENCE 1, Mob trait

The three Burly Boys are Vaas, Olan, and Rodgar Burlay, brothers with a burning desire to escape life as farmers and no compunctions about who they hurt to get there. Individually, they

have CS 16, END 20 and also count as Mob enemies for purposes of becoming a Grouped enemy.

For clarity on the example map you can see the individual thugs that make up both the Grouped enemies (BB and RJ). Remember that while there are multiple foes in the group, they fight as one.

In a Surprise Round, the Ambushers decide the Order of Battle so the Narrator decides that Riley goes first.

When the Surprise Round begins, the Kai Lords, Skeirn, the Red Jack Toughs and Riley are all a short distance apart. The Narrator determines this counts as Close range. The Burly Boys are farther away in a separate room where they are tormenting a poor serving lad – the Narrator says they are at Far range.

This means they cannot respond to Riley's order to attack fast enough in the Surprise Round. The best they can do is take a Move action to close to Long range.

RILEY'S SURPRISE ATTACK

Riley starts things off by throwing a dagger aimed at Dawn Thunder. As this is Close range, Riley gains a +2 bonus to his COMBAT SKILL.

Since this is a ranged attack, which means the Kai Lord cannot return fire, the Narrator makes this attack, picking a 4. Riley's total COMBAT SKILL of 18 (16 base + 2 for being at Close range) is subtracted from Dawn Thunder's CS of 17. 17-18 makes for a Combat Ratio of -1. The Narrator looks up the random number of 4 and the Combat Ratio of -1 on the Combat Results chart, showing a result of E -5/H -4.

In ranged combat, the attacker suffers no ENDURANCE loss, so in this case the E -5 is disregarded.

The Value of Surprise

As this example clearly shows, a great deal can happen in a surprise round. A 'free' attack or the ability to move without fear of counter strikes can tilt the balance of an entire battle before it even begins. This is why canny enemies (and stealthy Kai Lords, if they are clever enough to try) often attempt to ambush their opponents.

A very valuable benefit of a surprise round is the ability to move into Melee range and attack rather than just engage. You can rest assured that if this happens too often to your Players, they will surely start looking for chances to surprise their enemies in return.





Dawn Thunder loses 4 points of ENDURANCE. Luckily he is carrying a shield and has a Defence of 1. This reduces the damage taken by 1, resulting in Dawn Thunder losing 3 ENDURANCE. His ENDURANCE score is now 19.

THE RED JACK TOUGHS' SURPRISE ATTACK

In a Surprise Round an Ambusher can move from Close to Melee range and still attack. The Red Jack Toughts rush forwards and Engage Dawn Thunder, axes drawn!

They have a CS of 18 which again means a Combat Ratio of -1. The Narrator picks an 8, resulting in E -9/H -1. As it's still the Surprise Round, Dawn Thunder cannot inflict damage. He has a Defence of 1, which is subtracted from the damage of 1, resulting in no harm done. Normally Defence cannot completely negate damage, reducing it instead to a minimum of 1 – unless, as here, the damage inflicted was only 1 to begin with.

Dawn Thunder's ENDURANCE is still 19.

SKEIRN'S SURPRISE ATTACK

Feeling pretty confident because of their numbers, Skeirn leaps up and Engages the Kai Lords sitting next to each other. Again, he can move from Close range to Melee and Engage because it is a Surprise Round. With a dagger in each hand, he gains a +1 bonus to his COMBAT SKILL.

This puts his CS at 18 (CS 17 + 1 for the extra dagger). He makes the mistake of assuming the female Kai Lord will be the easier target. Though he is engaging both of them, he takes his Combat Exchange against Storm Sparrow. The Combat Ratio is thus $18 - 18 = 0$.

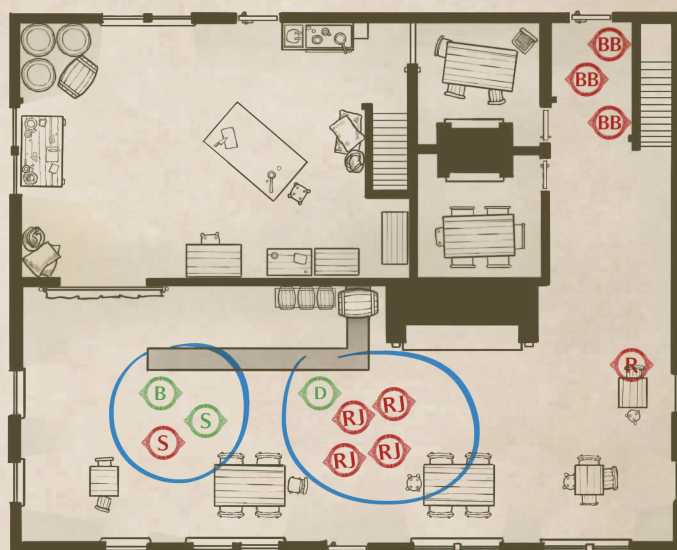
Skeirn is now in for a nasty surprise, as Storm Sparrow is neither as surprised nor as helpless as he assumed – because she was not surprised, Storm Sparrow inflicts damage as normal in an Exchange.

Storm Sparrow's Player picks a 4. This result is E -6/H -3. Both numbers apply as they Exchange blows while Bright Shield can only watch in shock. Skeirn's DEFENCE of 2 reduces the 6 END damage to 4, while Storm Sparrow has no DEFENCE and so takes 3 points of damage.

Skeirn's ENDURANCE is now 14.

Storm Sparrow's ENDURANCE is now 23.

And with that, the Surprise Round ends. The bar room situation now looks like this:



Blue boxes indicate Engagements. As you can see, Riley and the Burly Boys are not currently Engaged and could automatically Evade combat right now by diving out a nearby door or window. Neither will, as this trap is still going their way.



When Surprise Fails

If there are characters on both sides of a battle capable of acting in a surprise round, those on the surprised side are treated as not being surprised at all. This means that if an opponent is in Melee range of someone capable of acting when the surprise round starts and wants to move away, they must Evade as normal. More importantly, it means that any combat exchange involving non-surprised opponents is a full exchange with damage on both sides.

This is why most ambushes occur at range. Even if a ranged target is capable of acting, nothing changes and the full benefit of surprise is much more likely to apply.



The Order of Battle is:

1. The Burly Boys (CS 20 – 1 DEF = 19)
2. Storm Sparrow (CS 18 – 0 DEF = 18)
3. Bright Shield (CS 20 – 3 DEF = 17. Tied with the Red Jack Toughs, but higher Defense always goes first in a tie.)
4. Red Jack Toughs (CS 18 – 1 DEF = 17)
5. Dawn Thunder (CS 17 – DEF 1 = 16)
6. Skeirn (CS 17 – 2 DEF = 15)
7. Riley (CS 16 – 2 DEF = 14)

THE BURLY BOYS, ROUND ONE

After moving last round, the Burly Boys are now at Long range. With a couple of walls in the way, ranged combat is impossible so they have to move. They spend their go moving to Close range, coming down the hall to join Riley.

STORM SPARROW, ROUND ONE

Quarterstaff in hand, Storm Sparrow moves in a blur as she attacks Skeirn. As before, the Combat Ratio between them is still 0. She chooses a random number of 7 this time, resulting in E -9 / H -1. Skeirn's DEFENCE of 2 reduces his damage slightly to 7.

Skeirn's ENDURANCE is now 7.

Storm Sparrow's ENDURANCE is now 22.

BRIGHT SHIELD, ROUND ONE

With his fellow Kai Lords under assault and the appearance of even more bandits from elsewhere in the bar, Bright Shield's Player is not sure what his best course of action is right now. He opts to hold off and delay his action in the Order of Battle.

This choice leaves him free to act whenever he wishes through the rest of the Combat Round and he may react as if his action has not yet been taken.

RED JACK TOUGHS, ROUND ONE

Still feeling confident, the Toughs spread out around Dawn Thunder and attack him with their axes. Their Combat ratio is -1 just as before. Dawn Thunder's Player picks the random number this time. He picks a 4, resulting in E -5/H -4. The Toughs have a DEFENCE of 1, reducing their END loss to 4. Dawn Thunder has a DEFENCE of 1 also, reducing his END loss to 3.

The Red Jack Toughs' ENDURANCE is now 16.

Dawn Thunder's ENDURANCE is now 16 as well.

SKEIRN, ROUND ONE

However Skeirn imagined this ambush going, being battered half to death by a woman with a stick was not part of the plan. He chooses the better part of valour and tries to Evade Combat. As he is Engaged in combat and Bright Shield (his opponent) has not yet acted, that Exchange immediately takes place.

The Combat Ratio is 2 (Bright Shield's CS 20 minus Skeirn's 18) and Bright Shield's Player picks a 6. That results in E -8/H -2. Because Skeirn is Evading Combat, he inflicts no damage so Bright Shield takes no ENDURANCE damage at all. Skeirn, however, does. His DEFENCE of 2 might have reduced the damage to 6, but Bright Shield's attack will still be costly. Badly mauled, he Evades Combat and flees to the window, desperately trying to get it open. He is now at Close range. He is no longer Engaged.

Skeirn's ENDURANCE is now 1.

DAWN THUNDER, ROUND ONE

Dawn Thunder's has already attacked (during the Combat Exchange with the Toughs), so he cannot take a combat action of his own. As he is not hurt enough to drink a Potion of Laumspur, he chooses another Special Action.

Patience is a Virtue

Bright Shield demonstrates a very important part of the Order of Battle here: the choice to ignore it. Even though he could have gone first after the surprise round, he elects to wait and see how things play out. For the rest of the round, he is essentially 'next up' and can take his action whenever he wishes. This is a very valuable option for both fast and slow characters, as it allows them to take control of their turn even when the Order of Battle would otherwise dictate when they can go.

The only downside to delaying like this is that any activity, even striking an Evading foe, counts as a combat action and prevents the character doing so from initiating any exchanges.





As he has the Kai discipline of Weaponskill, Dawn Thunder is a dab hand at using Battle techniques. Glancing over he sees Skeirn already fleeing the battle.

Determined not to let both potential leaders flee, he decides to stop Riley from getting away, shouting out abuse to antagonise him.

Dawn Thunder is attempting to Infuriate Riley. He makes a Weaponskill test. Riley's COMBAT SKILL of 16 adds a +1 to the Target Value of 6, increasing it to 7. Dawn Thunder's Player picks a 5, adding a bonus of +1 for having Weaponskill, but the attempt still fails.

RILEY, ROUND ONE

Seeing Skeirn get all but taken apart by two Kai Lords so quickly, Riley's taste for battle has significantly soured. Even so, the Burly Boys are here now and that bolsters his resolve.

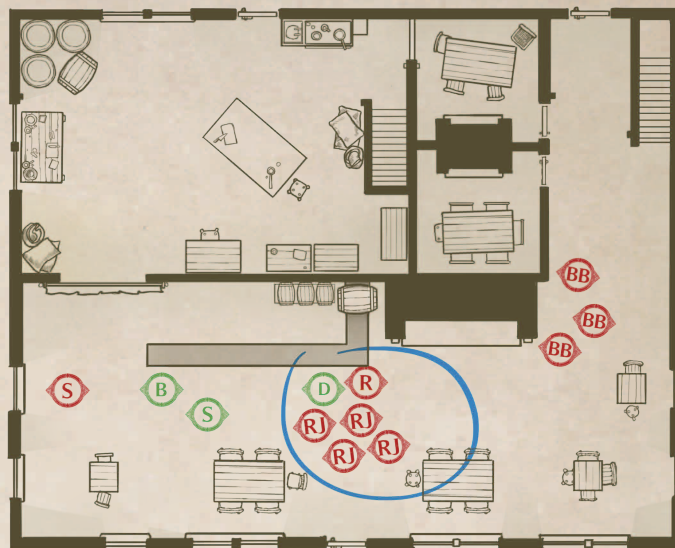
Dawn Thunder tried to goad him into attacking, a taunt he avoided, but now that he has the three bloody brothers at his back, why not? He draws his sword and moves from Close range to Melee. He cannot initiate a Combat Exchange yet but he is now part of the Engagement.

BRIGHT SHIELD, END OF ROUND

Although he was holding his action, Bright Shield ended up attacking in the Combat Exchange with Skeirn during the thug's attempt to Evade the battle. Even though he is no longer Engaged, he may not take another Combat action. He chooses not to take a Special action and so the round ends.

Round One ends here.

At the start of Round Two, the tavern looks like this:



As you can see, things move at pretty fast pace. In a single round, one of the major enemies has nearly been slain, an Engagement happened and then was broken off by an Evading foe, and an enemy at Long range moved to Close.

Now Round Two begins, starting from the top of the Order of Battle again.

Two heroes and one enemy are free from Engagement and can now make ranged attacks. Storm Sparrow chooses not to do so as she is not armed with a ranged weapon and wants to move into close combat. The remaining two enemies, the Burly Boys and Bright Shield, do wish to fight at range.

Ranged combat is resolved before any other actions, so these two take turns according to their place of the Order of Battle.



Did Dawn Thunder Just Go Twice?

Well done for noticing Dawn Thunder's second 'action', but no; the Kai Lord did not sneak a fast one by the Narrator. The Infuriate technique is a special exception to the Order of Battle, as described on page 39. Even though Dawn Thunder attacked during the round, he is still able to use his mouth; arguably his more effective weapon.



THE BURLY BOYS, ROUND TWO

The three farmhand brothers, too dumb to be afraid of Kai Lords, move as close to combat as they can to support their Red Jack 'kin'. The Narrator rules that there just is not enough room around the crowded bar for them to Engage Dawn Thunder or move past his Engagement to attack Bright Shield and Storm Sparrow.

They settle for throwing plates, cutlery and anything else they can get their meaty hands hand on at Dawn Thunder instead. They are using improvised weapons (-2 CS) at Close Range (+2 CS), so the modifiers cancel out. They have a COMBAT SKILL of 20, so their Combat Ratio against Dawn Thunder would normally be -2 ($17 - 20 = -3$).

However, Dawn Thunder is already engaged. This inflicts a -6 penalty to their COMBAT SKILL, making the Combat Ratio actually 3 ($17 - 14$).

The Narrator picks a random number as Dawn Thunder is unable to fight back. He picks a 1, which is E -5/ H -4 on the table, so the bombardment is still fairly effective. The Burly Boys take no damage because this is Ranged Combat and Dawn Thunder's DEFENCE of 1 helps deal with his injury, reducing the damage from 4 to 3.

Dawn Thunder's ENDURANCE is now 15.

BRIGHT SHIELD, ROUND TWO

Having delayed his round before, Bright Shield is now free to insert himself anywhere in the Order of Battle that his COMBAT SCORE would allow. He chooses to go ahead of Storm Sparrow. Because he is no longer Engaged and is armed with a ranged weapon (a spear), Bright Shield makes a ranged attack. He takes quick aim at Skeirn and hurls his spear at the fleeing thug.

Bright Shield's COMBAT SKILL is 20. Skeirn's base COMBAT SKILL is 17. As the fleeing bandit is not fighting, the +1 for his

second weapon does not apply. This leaves a Combat Ratio of 3 (Bright Shield's CS 20 - enemy's CS 17). Bright Shield's Player picks a random number and gets a 7. This results in E -11 / H -1. Even with Skeirn's DEFENCE of 2, he is impaled to the wall!

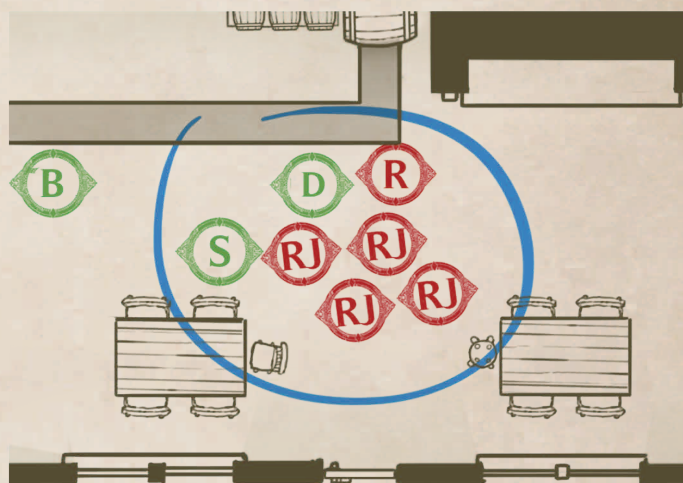
Skeirn's ENDURANCE is reduced to 0; Skeirn is dead.

Now that ranged combat has been resolved, we resume the rest of the round – close combat actions.

STORM SPARROW, ROUND TWO

"Bright Shield, good throw!" Storm Sparrow shouts as she turns to help Dawn Thunder. She is unengaged, so she moves from Close range into Melee with the Red Jack Toughs, joining their Engagement with Dawn Thunder. She cannot actually attack but she can be ready to do her part next round.

The Engagement now looks like this:



Lending a Hand

People don't want to play with someone who says "No, that wouldn't work." They want to play someone who says, "That's a good idea. I'll use my turn to help you do it."

Work together, help each other out, be each other's biggest fans and supporters.





RED JACK TOUGHS, ROUND TWO

So intent are they on killing Dawn Thunder, the Toughts do not even notice Skeirn go down. No one in the raiding gang really liked him anyway, so he is no great loss to them. They keep fighting, using the same Combat Ratio as before.

Dawn Thunder now has to make a choice as to where he could inflict damage. Knowing that Riley is likely more dangerous but unharmed, he decides to attack the Red Jack Toughts during this Engagement. Dawn Thunder's Player picks a 3, resulting in E -4/H -4. Both combatants have a DEFENCE of 1, reducing their END loss to 3 each.

The Red Jack Toughts' ENDURANCE is now 13. The Narrator describes this as Dawn Thunder's broadsword cleaving down into the ribs of one of the Toughts, trailing carnage as it exits the other side.

Dawn Thunder's ENDURANCE is now 12. He is hurt but not in serious danger yet.

DAWN THUNDER, ROUND TWO

Having just hacked into the Red Toughts on their go, Dawn Thunder's turn is basically through. He could try to Infuriate Riley again but he suspects he is already the man's target. Dawn Thunder's Player passes his turn.

RILEY, ROUND TWO

Free to attack and more than a little enraged at the sight of Skeirn, his best friend since childhood, spitted like a pig, Riley roars in fury and attacks Dawn Thunder with both hands on his sword. As a Veteran, he can use techniques and he chooses to do so now – a Heavy Strike.

With no test required, Riley makes his Combat Exchange with Dawn Thunder at their Combat Ratio of 1 (Dawn Thunder's CS

17 - Riley's CS 16). The Narrator picks a random number and gets a 3. This results in E -5/ H -4.

Heavy Strike costs Riley 2 points of WILLPOWER and doubles the damage he does to Dawn Thunder from 4 END to 8 END. As this is not enough to kill Dawn Thunder, Riley would normally have the ENDURANCE damage he receives doubled to 10 points.

However, as Dawn Thunder has already inflicted damage this round, Riley takes no damage at all.

Riley's ENDURANCE is still 20. His WILLPOWER is now 3.

Dawn Thunder's ENDURANCE is now an alarmingly low 5.

And that is the end of Round Two. The bar brawl scene now looks like this:



Believable Behaviours

It is important to remember that *The Lone Wolf Adventure Game* is all about roleplaying and acting in character. This applies to the Narrator just as much as it does to the Players. While it might have been better tactics for every bandit to pile on the same target or take some other unified action, people are not machines and should not be treated as such. Everyone in this example is acting like a person, with all the foibles and emotions that entails.

It also means Riley may seriously regret losing his temper and staying to fight.



Round Three begins with a large Engagement in the middle and unengaged combatants – Bright Shield and the Burly Boys – on either side. Ranged combat is still an option, one the Burly Boys are happy to take.

As before, ranged combat is resolved before close combat, so the Burly Boys take their turn according to their place of the Order of Battle. Coincidentally they were already first, so the order does not change.

THE BURLY BOYS, ROUND THREE

The Narrator decides that this is the last round these bruisers will be able to find anything worth throwing. That means they spend another Combat Exchange pelting Dawn Thunder with mugs, a potted plant and, because it was handy, a chair.

All the rules from the previous round apply. They are using improvised weapons (-2 CS) at Close Range (+2 CS), so the modifiers cancel out. Making a ranged attack into an Engagement carries a -6 penalty to COMBAT SKILL. They have a COMBAT SKILL of 20, which is reduced to 14 by the penalty, so their Combat Ratio ends up as a 3 again ($17 - 14 = 3$).

The Narrator randomly picks a 9 for the Burly Boys. This results in an E -14/ H -0. This would spell the end of the Burly Boys if this were a close combat Engagement, but luckily as it is ranged, neither side takes any damage.

So much for the chair.

Now close combat actions are resolved.

STORM SPARROW, ROUND THREE

Seeing how injured the Red Jack Toughs are, Storm Sparrow spins her quarterstaff in a series of crushing sweeps, trying to put them down once and for all. Her COMBAT SKILL is 18,

giving her a Combat Ratio of 0 (her CS 18 - their CS 18).

Storm Sparrow's Player picks a Random Number of 3, resulting in E -5/ H -4. The Red Jack Toughs have a DEFENCE of 1, while she has none.

The Red Jack Toughs' ENDURANCE is now 9. The Narrator describes how Storm Sparrow's quarterstaff whips down, its iron-shod end splitting a Tough's skull.

Storm Sparrow's ENDURANCE is now 18.

RED JACK TOUGHS, ROUND THREE

There is bravery and then there is stupidity. Bravery is fighting your enemies with your gang around you. Stupidity is carrying on when your gang is dying around you. Right behind the Red Jack Toughs is an open door. Seeing that, the remaining bandits try to Evade Combat.

Storm Sparrow has had her action. Dawn Thunder could choose to let them go, saving his turn and his ability to inflict damage for Riley, but he is a Kai Lord and letting known killers and thieves escape justice is not something he is willing to do, no matter how injured he might be.

A Combat Exchange occurs, using the same Combat Ratio as before 0/0. Dawn Thunder's Player picks a 9, resulting in E -11 / H -0. The Toughs have a DEFENCE of 1 but much like Skeirn, it will not save them from his warhammer.

The Narrator describes what happens to the Red Jacks as they try to escape. The words 'scream', 'blood' and 'fall' feature prominently.

The Red Jack Toughs' ENDURANCE is 0; the Red Jack Toughs are all dead.

Combat is Not Always the Answer

Make sure the Players don't think they can fight their way out of every situation; give them opponents that they cannot defeat single-handedly. They'll have to figure out other ways of victory, such as setting a clever trap, enlisting allies or even talking their way out of conflict.

Conversely, everyone wants a good fight every now and again, so give them enemies they can get stuck in to too; sometimes a simple encounter can provide light relief and some comic moments.





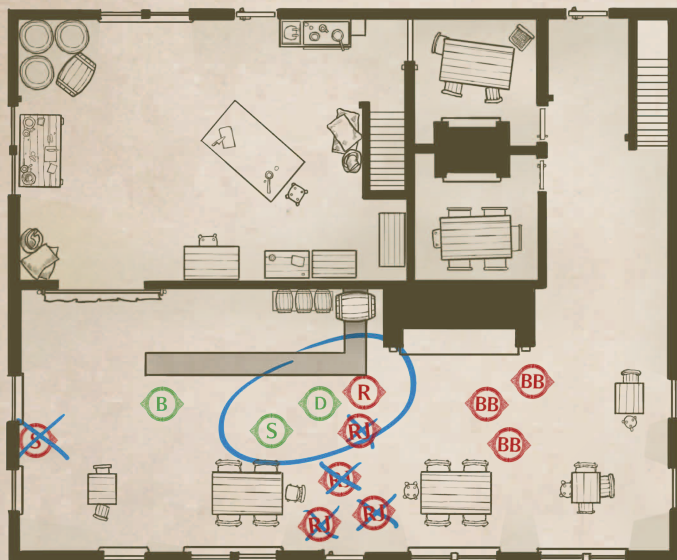
DAWN THUNDER, ROUND THREE

Satisfied with the punishment he just meted out to those vicious thugs, Dawn Thunder turns to face Riley with their blood still dripping from his warhammer.

RILEY, ROUND THREE

After watching half his gang get tenderised before his eyes, Riley takes a step back and does some very quick mental arithmetic. Even with the Burly Boys, it is just his skill and their brawn against three Kai Lords.

Dawn Thunder looks badly hurt but the other two Kai Lords are still in fighting shape. The current shape of the battle as he sees it is this:



Though he has options left, including another Heavy Strike he could take at Dawn Thunder without fear of getting counter-attacked, the man is smart enough to know when he has been beaten. As bitter-tasting as it is to get taken down like this, there is some small pride in knowing it took the Kai Order to beat him. Raising one hand, he drops his sword and motions for the Burly Boys to hold back. Surrendering now means staying alive long enough to be transported back to a major city for trial. That means time to plan an escape...

It also means time for Faergus, the true leader of the Red Jacks, and his kin to catch up with these Kai Lords on the road...

EXPANDING THE COMBAT SYSTEM

And lastly, a few words about the combat system in *The Lone Wolf Adventure Game*. The rules here may seem complex at first glance but through examples and the adventures in this boxed set, you will soon see they come together quite intuitively.

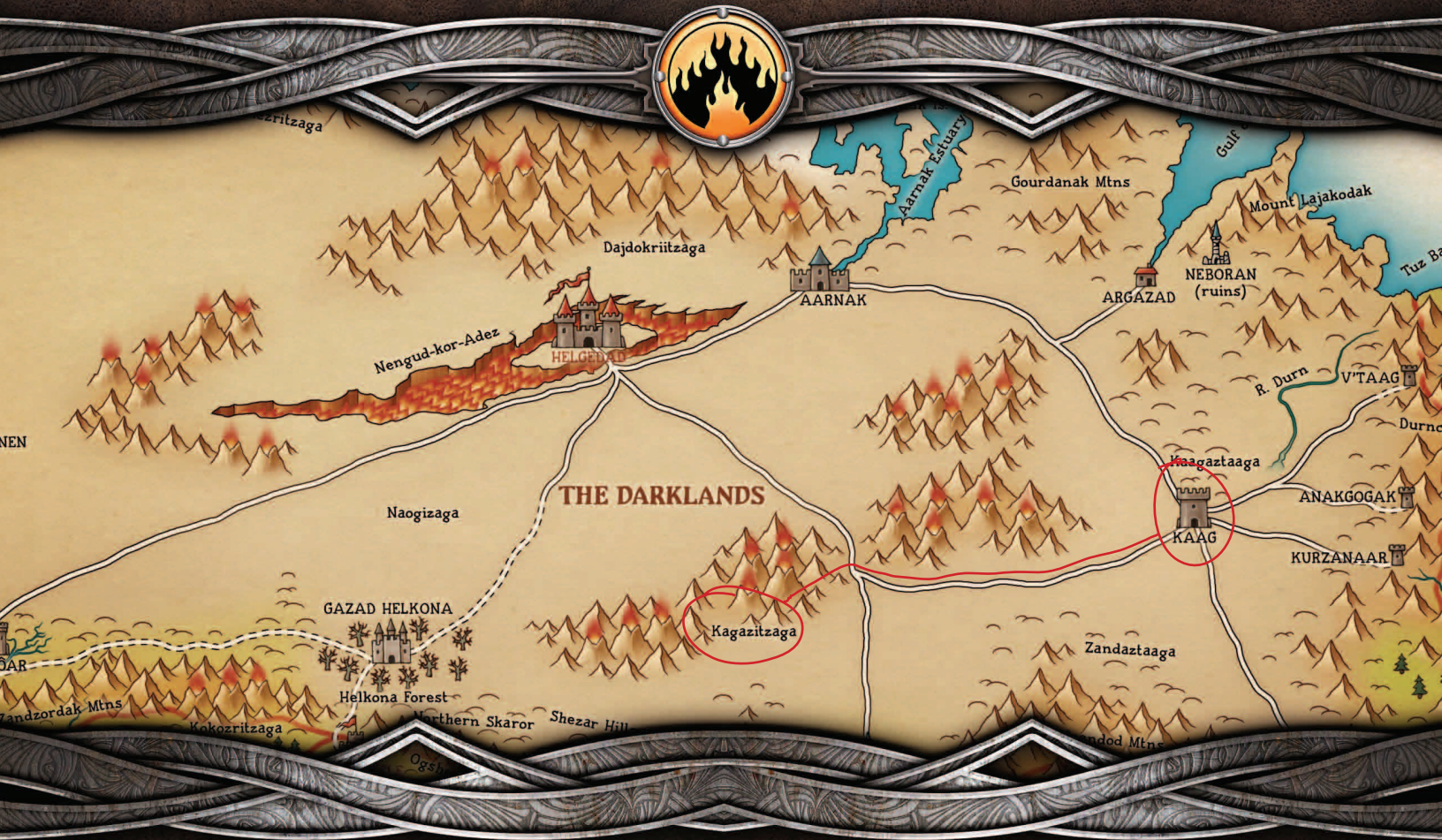
Before long, you will be playing through epic struggles and daring melees with only a few random numbers and a lot of imagination.

As designed, the combat in *Lone Wolf* is open ended and expandable. Kai Lords mostly use their powers to augment their combat prowess and so physical forms of battle are the focus here. But there are many other kinds of conflict and the framework given in this book can easily be used to simulate them all.

Future supplements will provide specific rules for magic, mindforce (psychics) and mass combat when the Engagements are between dozens of soldiers per side.



EQUIPMENT



IN THIS CHAPTER

ARMOUR
BACKPACK ITEMS
SPECIAL ITEMS
SPECIAL MATERIALS
WEAPONS



CHAPTER FOUR EQUIPMENT

By and large, the Kai Monastery will provide everything you need to complete your missions. The Order of the Kai is famously self-sufficient. The Monastery forge creates weapons and armour, its craft hall produces garments and soft goods, and Kai Skurdin skilled in alchemy and herbalism ensure that medicines and potions are readily available when needed.

However, you may find yourself far from the Monastery and in need of a vital piece of equipment. In such cases, you may want to locate a trader and purchase what you need. The following is a listing of what can be found among traders in a typical town or city and what they will usually charge. All prices are in Gold Crowns, the currency of Sommerlund.

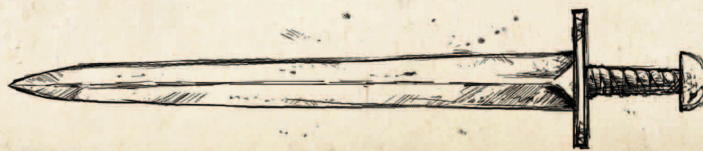
Equipment List

Armour	Cost	Page Ref
Chainmail Waistcoat	80 gc	53
Helmet	25 gc	53
Leather Vestment	20 gc	53
Shield	30 gc	53

Weapon	Cost	Page Ref
Axe	8 gc	58
Bow	25 gc	58
Broadsword	25 gc	59
Dagger	5 gc	59
Mace	10 gc	59
Quarterstaff	11/2 gc	59
Short Sword	7 gc	59
Spear	4 gc	59
Sword	10 gc	59
Warhammer	10 gc	59

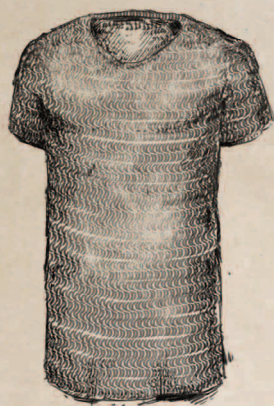
Backpack Items	Cost	Page Ref
Lantern	11/2 gc	54
Meal	2 gc	54
Potion of Laumspur	5 gc	54
Rope (50 feet)	2 gc	54
Writing Box	5 gc	54
Tools, Standard	8 gc	54

Special Items	Cost	Page Ref
Arrows (x12)	6 gc	55
Backpack	2 gc	55
Bandoleer/Quiver	2 gc	55
Bedroll	1 gc	55
Belt Pouch	1 gc	55
Horse	250 gc	56
Mapmaker's Pack	10 gc	56





ARMOUR



CHAINMAIL WAISTCOAT

This vest is typically fashioned with a leather backing and short sleeves to protect the shoulders and upper arms when worn. Quite sturdy protection in combat, chainmail waistcoats are still light enough to permit freedom of movement.

Adds +4 to ENDURANCE.

Master-level Rule: Adds +2 to DEFENCE instead of +4 ENDURANCE.

LEATHER VESTMENT

A thick, sleeveless shirt with reinforcement over the heart and vitals, leather vestments are a traditional sort of light armour worn by foresters, hunters, and archers. Kai Lords often dye their vestments green so they can serve as a Kai tunic.

Adds +2 to ENDURANCE.

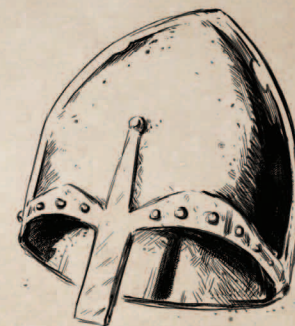


Master-level Rule: Adds +1 to DEFENCE instead of +2 ENDURANCE.

HELMET

These metal helms take many different shapes but they all serve the same purpose – turning aside blows that would strike the wearer in the head. Kai Lords tend to prefer simple steel helmets with an open face and nose bar.

Adds +2 to ENDURANCE.



Master-level Rule: Adds +1 to DEFENCE instead of +2 ENDURANCE. The DEFENCE bonus from a helmet does not count when determining Order of Battle..

SHIELD

Shields vary in form even more than helmets do, ranging in size and shape from ponderously large tower shields to small bucklers. Because skilled shieldbearers can also use them offensively, shields are useful as defensive items with a bit of offensive punch when needed.

Adds +2 to COMBAT SKILL.



Master-level Rule: Adds +2 to COMBAT SKILL and +1 to DEFENCE.

Carrying Armour

Equipped armour and shields are worn on the body or carried and take up no inventory room at all. Armour can be carried, unequipped, in case of emergencies or in situations where wearing armour might not be advisable.

Chainmail waistcoats and helmets take up two backpack spaces. Leather vestments take up one. Shields are not normally concealable and generally will not fit in backpacks. Bucklers are the exception to this rule.

A shield is a Special Item typically worn over the shoulder but carried by hand during combat. Using a Shield precludes using a second weapon in combat but does not count toward a Kai Lord's normal limit of carrying two weapons.

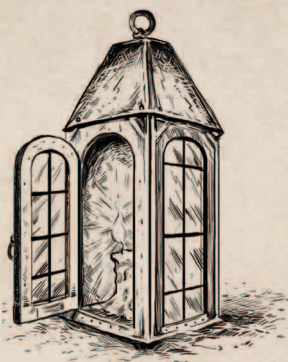




BACKPACK ITEMS

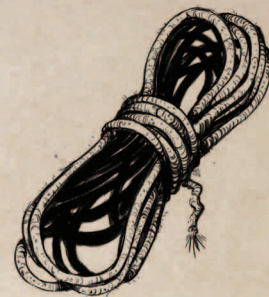
LANTERN

A small lamp with perforated metal or glass windows and an oil reservoir, lanterns permit clear sight out to twenty yards and dim sight in a radius of ten yards beyond this. A lantern has 4 hours worth of oil inside it. Each additional quantity of lamp oil bought provides an additional 4 hours of fuel.



ROPE (50 FEET)

This strong but flexible rope, woven from hemp fibre, can easily support a Kai Lord and his or her gear under most conditions. When coiled tightly, this rope takes up only a modest amount of space.



WRITING BOX

A must for Kai Scholars on the go, a writing box is a small wooden or thin metal container that holds a leather-bound book, two quills, two sticks of charcoal and an inkwell with a secure lid.



MEAL

Meals typically include non-perishable foods, dried fruit or meat, and a small amount of water or other simple beverage to drink. One Meal is enough to nourish one adult for roughly 10 hours of normal exertion.

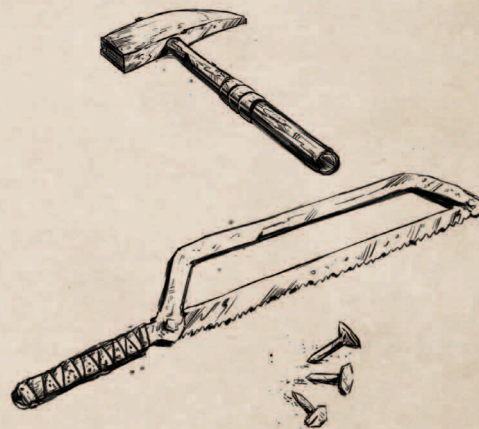
TOOLS, STANDARD

These tool kits are generally arranged all together and then rolled up in a small leather bundle for easy carrying. One standard tool set contains everything needed to take Tests in a single skill with no penalty. Better quality tools exist and can offer bonuses to negate checks, but these precious items are rarely for sale in common shops.



POTION OF LAUMSPUR

These small vials contain brewed Laumspur, a valuable healing herb used to soothe aches, cool fevers, and mend the body after sustaining a wound. A potion of this size is a one-use item that restores 4 points of lost ENDURANCE.



How Does This ALL Fit in My Backpack?

The equipment and carrying system used in *The Lone Wolf Adventure Game* is abstract on purpose. It simulates approximate weights and bulk, reducing your ability to haul your gear down to a number of finite choices for ease of play. That said, not everyone is going to find this suits them during the game. If everyone agrees and the Narrator wishes to do so, it is very easy to expand the 8-item limit for backpacks or implement some alternate method of carrying equipment.

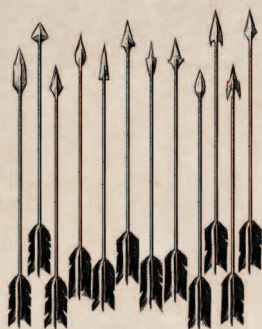




SPECIAL ITEMS

ARROWS (12)

Simple iron-tipped arrows for use with bows in ranged combat. Most arrows have wooden shafts and are fletched with goose feathers or bristled hair. When an arrow is used, mark it off as it cannot be recovered after combat.



Master-level Rule: For each arrow used, you may make a Luck test after combat. If you are fortunate, the arrow is intact and you may recover it. If not, it has been lost or otherwise rendered unsalvageable.

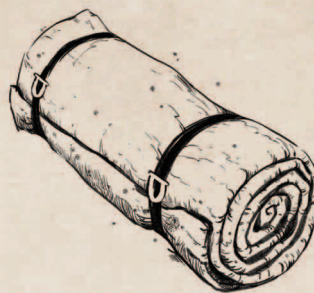
BANDOLEER/QUIVER

These items are specialised containers used to hold ammunition or weapons with the Small quality. If they are holding ammunition, they have a capacity of 12 items. If they are holding Small weapons, they can only contain six such objects.



BEDROLL

Bedrolls generally comprise a thick woollen blanket, a cotton or linen sheet, and a woven pad or mat for sleeping on rough and uneven ground. A backpack usually serves as a pillow. While most heroes can survive a night without a comfort item like a bed roll,



having one adds a +1 bonus to Survival skill tests involving sleep or camping. Bedrolls are carried as a separate item attached to a backpack. Any conditions that might cause a hero to lose their backpack will also force the loss of a bedroll.



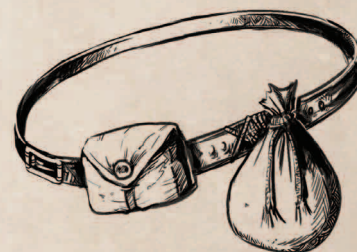
BACKPACK

From satchels and rucksacks, to flimsy hessian sacks, backpacks take many shapes and forms but they all serve the purpose of holding possessions during travel.

A backpack can hold 8 items. Heroes can be notoriously hard on their backpacks and, sooner or later, most Kai Lords will have to replace theirs.

BELT POUCH

Belt pouches hold small objects and are typically used for carrying coins. Adventuring life – and the attention of pick pockets – often requires them to be replaced.



Easy Come, Easy Go

The adventuring life can be a hard one. In addition to wounds, poison, diseases, exposure, and deadly magic, there is one hazard that even Kai Masters fear – losing one's backpack. Just one blast of fire or an inadvertent swim due to falling overboard and you might survive but your backpack pays the ultimate price. While a Narrator should not pick on the Players nor overplay the vulnerability of backpacks and belt pouches too much, they can and do get lost during adventures.

Treasure your possessions. You may not have them for long.





HORSE

Horses are an excellent way of traversing long distances and while purchasing them can be expensive, heroes may often find that use of horses or carriages will be part of their missions. The price listed here is just a purchase price, as owning a horse requires a great deal of additional time and work.



MAPMAKER'S PACK

These are leather tubes shaped much like quivers that contain parchment, drawing tools, and ink for creating maps and other drawings.



SPECIAL MATERIALS

There are many precious substances in Magnamund, each with its own special appearance and properties. Some are just rare while others are so scarce they are thought by many to be the stuff of legend.

This section introduces three such materials, each one something that Kai Lords either use or quickly become familiar with on their travels.

BRONIN

Bronin is a very special metal with a warm, rich lustre like bronze but does not tarnish with age or use. Unlike bronze, Bronin can withstand great force and is a valuable material when used in the creation of armour and blunt weapons.

Bronin armour provides an additional +1 bonus to any ENDURANCE and/or COMBAT SKILL bonuses it might grant. Blunt weapons made with Bronin grant a +1 bonus to COMBAT SCORE.



"It is a sad fact that many Kai Lords ignore the importance of a good map. With the expertise that our order possesses in hunting and trailblazing, the temptation to ignore the finer points of survey and sketching one's surrounds is quite understandable. Just remember that a map can be a lifesaver - literally - should you find yourselves lost and your skills fail you.

"After all, I would hate to have to organise a rescue party to haul one of you out of the woods. Again, Moon Blade."

- Silent Owl



Master-level Rule: As well as the bonuses listed above, Blunt weapons made with Bronin also gain the Impact quality. If the weapon type already has the Impact quality, (X) is increased by +1.



KAGONITE

This black metal is extremely light yet far stronger than steel. Used by the Darklords, small amounts of Kagonite are added to their normal smelting process to produce their infamous 'black iron' armour and weapons. High-grade and pure Kagonite items are quite rare and highly prized by the forces of darkness. Kagonite only exhibits its beneficial properties when used in a high grade alloy or in its purest form.

Kagonite chainmail is light enough to be worn under other armour while still providing its bonuses to ENDURANCE and COMBAT SKILL.

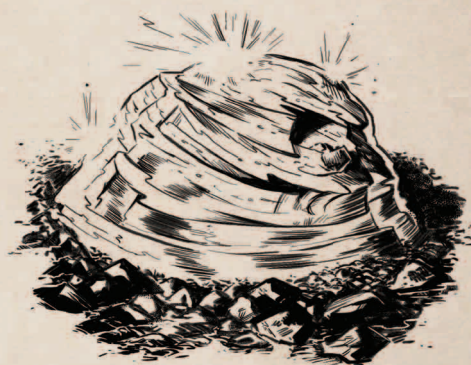
Master-level Rule: Pure Kagonite weapons gain the Quick weapon quality. Kagonite armour is immune to bonus damage inflicted by the Impact weapon quality.

SOMMLENDING STEEL

Sommlending steel is produced by some of the finest metallurgy in all of Magnamund at this time, resulting in a metal that is strong, capable of holding an edge, and extremely durable. Sommlending steel can be identified by examining it in strong light, where its silver surface gives off a very faint golden sheen.

Sommlending Steel weapons provide a +1 bonus to COMBAT SCORE, doubling to +2 if the weapon is edged. Sommlending Armour provides an additional +2 bonus to ENDURANCE, increasing to +4 if the armour is plate or a shield of any kind.

Master-level Rule: Instead of a bonus to ENDURANCE, Sommlending Armour provides an additional +1 bonus to its DEFENCE score, or +2 if the armour is plate or a shield of any kind.



Special Materials in Play

Items made from special materials are unquestionably better than their mundane counterparts. To exhibit the properties noted above, items have to be made of special materials and produced to a high standard of quality. Just being made of Bronin does not make a hammer more capable in combat. It has to be made of Bronin that has been smelted properly and forged with enough skill to bring out the advantages in the metal. This means that when characters discover items exhibiting the benefits listed in this section, they have found examples of masterful crafting and should treat such things as the treasures they are.





WEAPONS

In the Initiate-level rules, all weapons are functionally the same. They allow a hero to fight without COMBAT SKILL penalties, only one weapon can be wielded at a time, and only magical or extremely well-crafted versions provide special rules or bonuses.

In the Master-level rules, weapons are a little more interesting. As Narrator, you may use any or all of the following Master-level rules for weapons. These include weapon qualities, which are a toolbox of abilities that allow types of weapon to be differentiated from one another, and for custom and specialist weapons to be created.

Weapon qualities can also be combined with the rules for special materials - found on the preceding pages - to give you even more options when making your own weapons. These should be used sparingly so as not to make such items commonplace.

It should be noted that all weapons (with the exception of the bow) can be wielded one-handed, though some might be given a quality that makes them more effective when wielded with two.

Master-level Rule: Dual Wielding

Dual wielding, the process of wielding a weapon in each hand provides a +1 bonus to COMBAT SKILL while doing so. This is the only mechanical advantage to doing so unless weapon qualities are also being used.

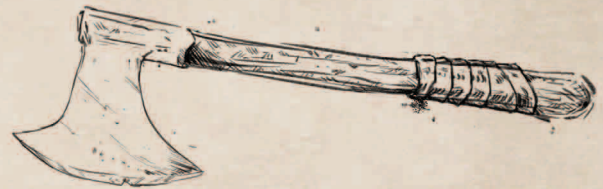
If they are, Kai Lords with a weapon in each hand may take advantage of the Weapon Qualities of both simultaneously. If both weapons share a quality with a numerical rating (except Small), use the highest rating and add +1.

Master-level Rule: Two-handed Wielding

Two-handed wielding, the process of using both hands to wield a single weapon, provides a +1 bonus to COMBAT SKILL as more power and control can be put into each attack. Some weapons are made for this style of combat, as reflected in their qualities.

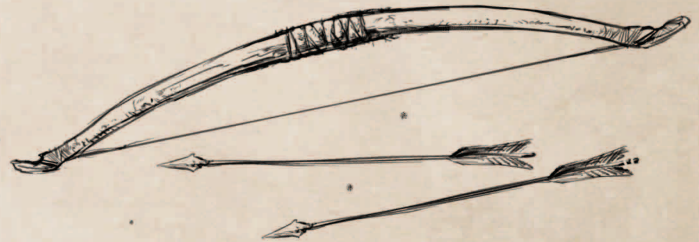
AXE

A short hafted weapon with a single- or double-bladed head for sweeping, hacking blows.



BOW

The bow is one of the most commonly used - and effective - ranged weapons in Magnamund. They come in many different sizes and types, as do arrows.



Kai and their Weapons

Kai Lords train from a very young age in the art of combat. They understandably get attached to certain weapons, some to the point of focusing on that type of implement to the point of developing the Kai Discipline of Weaponskill early in their careers. As Narrator, you should watch for Players who exhibit this kind of focus as well, as they are the ones that will respond the best to rumours of special weapons and finding such items as rewards during play.

Be careful, however. These are also the kinds of Players you will want to make sure have chances to develop their characters outside of combat as well. Kai Lords are warriors, but they should aspire to being so much more.





BROADSWORD

A wide-bladed weapon with a thick cross guard and a long hilt.



SHORT SWORD

A short-bladed weapon longer than a dagger but made for quick, one-handed thrusts in close combat.



DAGGER

A short bladed weapon often designed as much for concealment as for combat.



SPEAR

A pole weapon with a sharp bladed end, often balanced for very effective thrusts and throwing.



MACE

Consisting of a heavy bludgeoning head and a stout haft, this blunt weapon is very effective at crushing armour and foes alike.



SWORD

A bladed weapon with a measured balance between speed, heft, and striking power.



QUARTERSTAFF

A long, well-balanced pole, typically wooden (crafted from Sommlending oak), often constructed with small weights embedded in either end for more striking power.



WARHAMMER

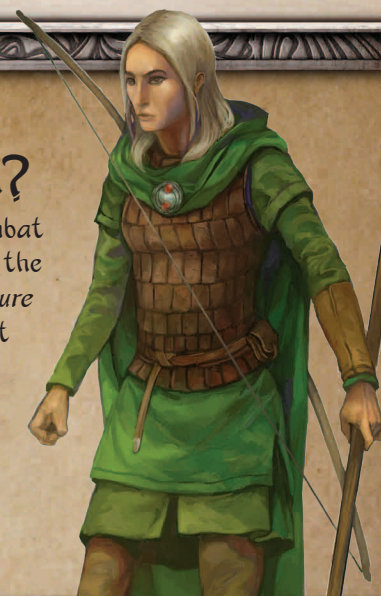
Shaped much like the tools, warhammers have oversized heads and longer handles. In combat, they make short work of rigid defenses, often punching holes straight through armour.



Why doesn't everyone Dual-Wield?

A quick look at the rules for wielding two weapons would certainly suggest that the best combat advantage a character can gain comes from having a weapon in each hand. This may be true on the surface, but it make a couple of dangerous assumptions. The first is that *The Lone Wolf Adventure Game* is all about combat, which it is not. Fighting is an important part of a Kai Lord's life but it is only one part of a much greater whole.

Secondly, to get the best benefit from two weapons, a character needs to take the Ambidexterity trait three times. This pulls them into a very narrow focus, one that more versatile characters do not suffer from during play.





WEAPON QUALITIES

Weapon qualities present the Narrator with a toolbox of optional abilities that can be used to differentiate and customise weapons in the game, or to invent completely new weapons! Not every weapon will have a quality, and no weapon should have more than three. The example below suggests how qualities might be applied to make different weapons.

Balanced (X): Balanced weapons are designed for a wide array of roles in combat. While they may not shine in any specific capacity, they are extremely flexible in battle. You gain a bonus equal to (X) to all Technique tests when wielding a Balanced weapon.

Cleaving (X): Cleaving weapons are made for wide, deadly swings against several foes. Also called 'troop cutters', these typically bladed weapons have the potential to devastate massed enemies. Their quality rating (X) is added to any ENDURANCE damage they inflict on Grouped enemies.

Defensive (X): These weapons are at their best when they are used to block, parry or otherwise defend their wielders from attack. When armed with a Defensive weapon, you gain a bonus equal to (X) to your DEFENCE score.

Heavy: Heavy weapons are made to be wielded with two hands and gain an additional +1 to COMBAT SKILL when used this way.

Impact (X): This quality can defeat armoured foes readily, crushing their chain and plate with relative ease. In combat, anyone taking ENDURANCE damage from a foe armed with an Impact weapon must subtract (X) from their Defence score when determining how many points they lose.

Piercing (X): Piercing weapons have a way of wearing down foes through small, deadly strikes that add up over time. The piercing

weapon inflicts (X) extra ENDURANCE damage. This extra damage is not affected by Defence and is inflicted even if you do not inflict any other ENDURANCE damage with your attack.

Quick: Quick weapons are swift, efficient killers, often giving a first strike advantage before opponents have even started to swing. If you are armed with a Quick weapon, you may move up one place in the Order of Battle. This offers no additional benefit if you are already going first.

If you only carry one weapon with the Quick quality, it does not count towards your maximum number of Weapons.

Small (X): Small weapons can be carried in multiples. (X) is how many weapons of this type count as a single weapon for carrying purposes. Most Small weapons have a special sort of sheath, case or bandoleer that holds them when not in use.

Two Hands: This weapon is too large or demanding in its operation to be used with one hand. Wielders must use two hands to operate this weapon properly. The Narrator may allow you to use this weapon one-handed but this will always incur a penalty.

Throwing: This weapon can be used in ranged combat but it can only be used once at range. It must then be recovered, typically after the battle, before it can be thrown again. You also run the risk of damaging the thrown weapon – the Narrator will decide if this is the case in each given situation.

Versatile: These weapons are effective in many different combat situations, switching from pure striking power to parrying enemy blows with ease. At the start of your action each turn, you may decide if your Versatile weapon has the Defensive (1) or Piercing (1) quality. This quality lasts until the start of your next round, when you may keep this choice or change it.

An Example of Applying Weapon Qualities

You can make your own unique weapons up by combining different weapon qualities together.

For example, you can make a throwing axe by taking an axe and adding the Throwing quality.

A dagger could be turned into a bandoleer of throwing knives with the Quick, Small and Throwing qualities.

An expertly forged blade might be represented by a sword with the Balanced and Versatile qualities.

Whether these weapons come as standard from the Kai Monastery's armoury, purchased from the most skilled craftsmen or are won in combat from deadly foes is up to the Narrator.



CHARACTER ADVANCEMENT



IN THIS CHAPTER

EARNING NEW DISCIPLINES
MASTER-LEVEL CHARACTER ADVANCEMENT
OPTIONAL RULE: CAMPAIGN PLAY



CHAPTER FIVE

CHARACTER ADVANCEMENT

As you engage in missions for the Order of the Kai, your characters will gain experience in dangerous situations and get better at handling them. In the game, as it is in Magnamund, experienced is rewarded by increases to your Kai Rank. The Kai Order rewards success and encourages improvement. Between missions, Kai Lords usually return to the Monastery to train. Even when they cannot return to their fellows, Kai Lords have exercises they can perform to expand their abilities in the field.

Kai training is an arduous process and advancing in Rank takes time. While the Narrator can certainly make exceptions as far as the current campaign and its story needs are concerned, training for each new Rank takes as many weeks as their current Rank. Thus, to progress from Rank 5 to Rank 6, a Kai Lord must train for at least five weeks.

EARNING NEW DISCIPLINES

- After you successfully complete each adventure, you will rise by one Rank.
- You gain a new discipline for every new Rank you attain.
- Choose your new discipline from the list in the Book of Kai Training and note it on your Action Chart.

After five successful adventures, you will achieve the Rank of Kai Master and have access to all ten disciplines!

At this point, you are as advanced as most adventuring members of your Order ever become. You are one of the elite, sent on the most challenging missions of all and trusted with secrets and tasks too daunting for anyone else in the world.

In many ways, achieving Kai Master is the end of one phase of the game and the beginning of another, even more exciting saga!

If you do not complete an adventure successfully (but you still manage to survive!), you will not increase in Rank and will not gain a new discipline.

Initiate-level Advancement Chart

Rank (Name)	Advancement
6 (Aspirant)	New discipline
7 (Guardian)	New discipline
8 (Warmarn)	New discipline
9 (Savant)	New discipline
10 (Master)	New discipline



Rewarding Success

One of the many things a Narrator must do is reward the Players for their successes. Rewards take a variety of forms: increased character power (gained from increasing in Rank), money, status and gear (whether magical, rare or mundane). Judging what is right for the Players is one of the key balancing acts of a campaign. Give them too much, too soon and you will find the game escalates in threat too quickly and before you know it every adventure is about saving the world. This can get very boring, very quickly. But if progress and reward is too slow, the Players might feel they are not getting anywhere, become frustrated; this can really stagnate the story.





MASTER-LEVEL CHARACTER ADVANCEMENT

In the Master-level version of *The Lone Wolf Adventure Game*, your character is defined by several factors. You have disciplines just as in the Initiate-level game, but you also have traits and skills. As noted on your Action Chart, new traits and skills are earned as you go up in Rank. This makes new Ranks very important as each one opens up new options for your Kai Lord. The chart below summarises the changes for each new Rank, each one being reached at the end of a full adventure as described above. When playing through an epic-scale plot, a Narrator might decide that each play session is just a smaller part of a larger adventure. In these cases, rewards and new Ranks are not accrued until the end of the adventure itself.

EARNING NEW DISCIPLINES

When you gain a new discipline, write it on your Action Chart as described above.

- Disciplines begin at +1.
- You gain a new discipline at every new Rank you attain.
- At each Rank above 5, you may choose one of your existing Kai disciplines to become 'Advanced'. Mark it by writing +2 in the space provided on your Action Chart.
- At Rank 10, you may choose one of your Advanced disciplines to become 'Mastered'. Mark it by writing +3 in the space provided on your Action Chart.

EARNING NEW TRAITS

When you gain a new trait, write it on your Action Chart as described above.

- At Rank 6 and Rank 8 you gain a new trait.

Don't forget that, unless otherwise specified, you may only select each trait once.

EARNING AND IMPROVING NEW SKILLS

At Rank 7 and Rank 9 you gain a new skill, but you also improve your existing skills. Your Narrator may require you to choose a skill based on something you have done during play or might feasibly receive training in as part of your adventures.

- At Rank 7 the bonus provided by your existing skills increases by +1 to +2. You then gain a new skill rated at +1.
- At Rank 9 the bonus provided by your existing skills again increases by +1 (to either +2 or +3 depending on whether you acquired them at Rank 5 or Rank 7). You then gain a new skill rated at +1.

Write the bonus you possess with a given skill after its name on your Action Chart.

Master-level Advancement Chart

Rank (Name)	Advancement
6 (Aspirant)	New discipline, advanced discipline, new trait
7 (Guardian)	New discipline, advanced discipline, new skill
8 (Warmarn)	New discipline, advanced discipline, new trait
9 (Savant)	New discipline, advanced discipline, new skill
10 (Master)	New discipline, advanced discipline, mastered discipline

Discipline Bonuses

Discipline bonuses (+1, +2 for Advanced, or +3 for Mastered) are added to discipline tests the same way skill bonuses are added to skill tests.

Eagle-eyed readers will notice that normal advancement and 'campaign play' advancement have different rates of improvement for discipline bonuses. Namely, in Campaign Play, Kai Lords have lower total bonuses and never receive a +3 bonus for a Mastered Discipline. This is intentional as in every other way, Campaign Play is a superior advancement track.

This is a matter of game balance and as such, does not need to be adhered to if the Narrator would rather keep things simple and have all disciplines ranked at +1, +2 or +3 depending on level of advancement. Consider this an optional rule for Campaign Play.





OPTIONAL RULE: CAMPAIGN PLAY

While advancing one Rank per adventure is in keeping with the pacing of the Lone Wolf Game Books, playing through a campaign in just five major sessions might feel like far too short a time for your heroes to advance from Initiates to Masters.

Campaign play is an optional rule that spaces out advancement while ensuring that every major adventure still provides some small improvement. This way, the time taken to progress from Kai Initiate to Kai Master is extended from five adventures to fifteen. If there are minor sessions of play worked into the campaign now and then, this could easily stretch out a campaign over four to six months of weekly play!

It should also be noted that this option also provides slightly more powerful Kai Masters in the long run. The road might be longer, but that means more stories and more potent characters by the end.

Campaign Play Advancement Chart

Rank (Name)	Campaign Play
5 (Initiate)	Start of campaign
First Adventure	+1 ENDURANCE
Second Adventure	New trait
6 (Aspirant)	New discipline
First Adventure	+1 COMBAT SKILL
Second Adventure	New skill
7 (Guardian)	New discipline
First Adventure	+1 ENDURANCE
Second Adventure	New trait
8 (Warmarn)	New discipline
First Adventure	+1 WILLPOWER
Second Adventure	New skill
9 (Savant)	New discipline
First Adventure	+1 ENDURANCE
Second Adventure	+1 Kai's Favour
10 (Master)	New discipline

- New skills, traits and disciplines are gained, when noted, in the manner described previously.
- Whenever you gain a new discipline, you may also choose an existing discipline. That discipline becomes 'Advanced' and you add +1 to all tests you take with it.

- At Rank 10, one of your existing Advanced disciplines becomes Mastered. This Mastered discipline grants a +2 bonus for all tests you take with it.

In addition to a bonus on tests, Advanced and Mastered disciplines have new effects and abilities.

Advancement Chart: Discipline and Skill Bonuses

Rank (Name)	Discipline Bonuses	Skill Bonuses
6 (Aspirant)	1 Advanced discipline at +1 to tests.	-
7 (Guardian)	2 Advanced disciplines at +1 to tests.	Previous two skills are at +2 to tests
8 (Warmarn)	3 Advanced disciplines at +1 to tests.	-
9 (Savant)	4 Advanced disciplines at +1 to tests.	First two skills's bonus at +3, third skill at +2.
10 (Master)	5 Advanced disciplines at +2 to tests. 1 Mastered discipline at +2.	-

ADVANCED AND MASTERED DISCIPLINES

This section briefly describes the disciplines again for sake of reference. After each new description, the Advanced and Mastered ability for each one is described. In future supplements, alternative versions of Advanced and Mastered abilities may be given. If the Narrator approves of them, these new versions can be offered as options for Kai Lords to take instead of the abilities listed here.

CAMOUFLAGE

This discipline enables you to blend in with your surroundings. In the countryside, he is able to hide undetected among trees and rocks and pass close to an enemy without being seen. In a town or city, it enables you to look and sound like a native of the area and it can help you to find shelter or a safe hiding place.

Advanced Camouflage (+2 to tests)

If you are using Camouflage to hide when you initiate an ambush or perform a Combat Exchange, you may pick a random number twice and use whichever one you desire on the Combat Results Table.

Mastered Camouflage (+3 to tests)

Normally you cannot use Camouflage whilst being observed. A Master of Camouflage can spend 1 WILLPOWER point and



make a discipline test (Target Value 7) to hide in plain sight, even if there is little to no cover available. This discipline is part distraction, part physical skill and part psychic invisibility.



HUNTING

This discipline ensures that you will never starve in the wild. You will always be able to hunt for food himself, except in areas of wasteland and desert. You will not need to cross off a Meal when

instructed to eat. This skill also enables you to be able to move swiftly and stealthily.

Advanced Hunting (+2 to tests)

Unless an area is completely devoid of edible life, you can still find enough to eat and drink to sustain yourself. This means even wastelands will yield a Meal when you need one. Only the Darklands and similar ruined, blighted places will prevent you from using this discipline.

Mastered Hunting (+3 to tests)

Any time you hunt, you can find a veritable larder of game and edible plants. As long as you are with your companions (up to 20 other people and/or animals) when a Meal is needed, no one suffers a loss of ENDURANCE.

You also gain the ability automatically succeed at one Stealth or Hunting test per adventure. You may choose to use this gift to succeed at a Stealth or Hunting test you have taken and failed if you spend 1 WILLPOWER point.

SIXTH SENSE

This skill may warn you of imminent danger. It may also reveal the true purpose of a stranger or strange object encountered in the adventure.

Advanced Sixth Sense (+2 to tests)

If you spend 1 WILLPOWER point, you can make a discipline test (Target Value 6 + the target's WILLPOWER bonus, if any) to read the surface thoughts of any one sentient being you can see. This is not two way communication.

The effects last for about a minute. Clever Kai Lords with this gift can lead a target through conversation into thinking about secrets they would never say aloud.

What Sixth Sense Can Do

The Kai Discipline of Sixth Sense is a combination of ESP, danger sense and - as it advances - telepathy. It is the most 'psychic' of the Kai Disciplines and, as such, it is incredibly flexible in how you use it and open to interpretation as to the limits of what it can do. In essence, Sixth Sense can do as much as the Player can convince the Narrator to let it do and as little as seems reasonable for the needs of the story. Narrators should be careful not to let Sixth Sense unbalance the game.





Mastered Sixth Sense (+3 to tests)

Masters of this discipline have trained their telepathic talents to the point where they can communicate silently with any person at Close range. You must be aware of the person's existence, though not necessarily their exact location. If they do not wish to communicate, they do not have to reply. This communication takes as much time as speech.

TRACKING

This discipline enables you to make the correct choice of a path in the wild, to discover the location of a person or object in a town or city and to read the secrets of footprints or tracks.

Advanced Tracking (+2 to tests)

You no longer need to make tests to determine basic physical information about tracks and footprints; these details are learned automatically. When following a trail or path, you may make a discipline test (Target Value determined by the difficulty of the terrain). Success doubles your movement rate along that path for an hour. If you have companions, you may extend this speed to them as well.

Mastered Tracking (+3 to tests)

You no longer need to follow a path when in the wild. Natural terrain no longer hinders you. In a city or urban setting, you can move along rooftops and over or around obstructions at normal running speed. You can even run up short walls and fit through spaces most people could not.

This ability allows to move two range levels with a single action. If you already at Close range to a target, you may move into Melee and initiate an Exchange.

HEALING

This discipline enables a Kai Lord to enter a meditative trance to their injuries, as well as allowing them to heal others.

Advanced Healing (+2 to tests)

Your abilities are now far more effective on others, allowing you to heal 5 ENDURANCE points per day per person you treat.

You may also spend 1 WILLPOWER point to make a discipline test against the Target Value of a poison to purge it from your system.

Mastered Healing (+3 to tests)

You can induce healing trances in willing sentient subjects. These trances work exactly like yours do as per this discipline. Both you and the subject must spend 1 WILLPOWER to initiate the trance. If your subject does not have the WILLPOWER or is not conscious, you may spend 2 WP instead.

You may also use this discipline to purge a disease from your body. This power is only effective on diseases with a Target Value of 8 or less.

WEAPONSKILL

Upon entering the Kai Monastery, each Kai Initiate is taught to master one type of weapon – you have shown aptitude with this weapon.

Advanced Weaponskill (+2 to tests)

You automatically succeed at one Technique test per adventure. You may choose to use this gift to succeed on a Technique test you have already taken and failed if you spend 1 WILLPOWER point.

Mastered Weaponskill (+3 to tests)

You no longer suffer a penalty to your COMBAT SKILL for entering combat without a weapon, though you make not attempt Techniques while unarmed.

When you are wielding your chosen weapon, your COMBAT SKILL bonus increases to +3



What Sixth Sense Can't Do

Keeping Sixth Sense from running roughshod over the plot of any scenario is a matter of practice and patience on the part of the Narrator. It is important to remember that Sixth Sense is an active discipline. Players have to think to use it and you can ask for them to make a discipline test to do so. It also tends to provide emotions and sensations rather than specific details. Especially canny or magical enemies can even fool Sixth Sense at times, leaving it less than reliable.





MINDSHIELD

Some of your enemies have the ability to attack you using psychic force, the focused power of their mind. The Kai discipline of Mindshield can protect you from harm when subjected to this form of attack.

Advanced Mindshield (+2 to tests)

Your Mindshield now protects you from mental effects caused by sources other than psychic powers and can defend you against psychic assaults that have an effect other than ENDURANCE damage. Whenever a psychic or magical ability tries to affect your mind (forcing you to sleep or controlling your actions, for example), you may expend 1 WILLPOWER point to block it.

Some extremely powerful sources may cost more WILLPOWER or be too potent for Mindshield to offer any effective defence.

Mastered Mindshield (+3 to tests)

Your mental barriers are so well attuned that you can turn an enemy's psychic assaults against them. Whenever you are attacked by a psychic effect that would cause ENDURANCE damage, you may spend 1 WILLPOWER point. If you do so, the enemy that initiated the attack suffers the damage itself. This power can even be used against enemies otherwise immune to psychic attacks, as they are still vulnerable to their own power.

MINDBLAST

This discipline enables you to attack an enemy using the force of your mind.

Advanced Mindblast (+2 to tests)

By focusing your will, you can confuse your enemies rather than just harming them. You may make a discipline test instead of a normal attack with your weapon. You may not combine this with any Technique. The Target Value for the test is 5 + the target's ENDURANCE bonus, if any. If you succeed, you expend

1 WILLPOWER and your target is confused, taking a -4 penalty to its COMBAT SKILL for the rest of the combat. This is a psychic effect. You may use this power multiple times on a given target and the effects are cumulative each time. If you reduce its CS to 0, your target is immediately rendered unconscious.

Mastered Mindblast (+3 to tests)

Your mind is incredibly powerful, and you are trained to make a telepathic attack that very few enemies can withstand for long. Only creatures with the Aegis trait, beings on the level of the Darklords and their greatest servants, are immune to your Mindblast. All others are susceptible, even if they would normally take no damage.

Creatures with an immunity to psychic attack are still protected against your ability to confuse them. You can harm them, but their minds are still shielded from you in other ways.

ANIMAL KINSHIP

This discipline enables you to communicate with some animals and be able to guess the intentions of others. In some cases, it can allow you to control an animal's instincts or actions.

Advanced Animal Kinship (+2 to tests)

Normally, Animal Kinship only allows basic communication. With this level of skill you can actually converse with animals enough to get detailed information and convey complicated instructions. This power does not make animals any smarter but it does foster understanding. If an animal is physically capable of observing information you need or performing a feat you ask of it, it will do so.

Mastered Animal Kinship (+3 to tests)

If there is a Royal Family of the Forest, you are of its bloodline. Even without using this power consciously, you receive respect and deference from all animals you encounter. No animal will ever

Mindshield and Mindblast

If Sixth Sense has a tendency to be a little too open ended, Mindshield and Mindblast are at times a little restrictive in their application. These disciplines are very straightforward and to the point, providing little more than a bonus. As Narrator, you may wish to reward creativity where these two Kai disciplines are concerned. For example, if a Player wants to use Mindshield to help resist the seductive wiles of a persuasive foreign agent, you might rule that the Kai Lord can add their discipline bonus to WILLPOWER tests.





attack you or those you protect willingly, even if it is starving, so long as no one in your group attacks first. You no longer need tests to influence or command normal animals of any kind.

You may now make a discipline test to use the basic level of this discipline on beasts and unnatural creatures with animalistic traits. The Narrator is the final judge on what can be influenced this way and that the Target Value for any given check might be. Kraan, for example, might be Difficult, while a Zlanbeast would be Nearly Impossible.

MIND OVER MATTER

Mastery of this discipline enables you to move small objects with his or her powers of concentration. You can also move parts of a greater whole, like moving the end of a coil of rope far too large to lift completely.

Advanced Mind Over Matter (+2 to tests)

You can now lift much heavier objects, allowing you to affect items weighing up to 10 kilograms effortlessly. You may expend WILLPOWER points to increase this weight by an additional 10 kilograms per point you spend. Speed is not significantly increased, however.

Every time you use this discipline in this manner, you must make a discipline test. Your Total Result (TR) indicates the maximum

number of WILLPOWER points you can expend on the discipline at this time.

Mastered Mind Over Matter (+3 to tests)

Through sheer willpower, you can now manifest Mindforce enough to push and strike at a distance. If you only wish to knock something over or move it without lifting it into the air, you can affect up to 20 kilograms effortlessly.

You may expend WILLPOWER points to increase this weight by an additional 20 kilograms per point you spend. A discipline test is still required if you wish to spend WILLPOWER points in this manner, as described above.

You may also use Mind Over Matter to use small objects as a ranged weapon. This costs 2 WILLPOWER points per attack, uses your Base COMBAT SKILL +2 (the bonus for Mastery of this discipline), and follows all other rules for ranged combat.

AND THAT'S IT!

With these rules, you can now take Kai Lords from fledgling Initiates stepping out into their first adventure all the way up to acceptance as Masters of the Kai Order. Of course, there are rumours of ranks and powers above Kai Master, but that's a story for a future time...



What Makes a Great Player?

Great Players help the Narrator and the other Players wherever possible, without being intrusive. They do their best to interact with the background and provide fully fleshed out characters for play. The Narrator is often saddled with ALL the responsibility; bring the game books, prepare the adventure, host the game, provide the snacks, draw the maps and organise everyone to show up in the right place at the right time. Explicitly taking on a few of these responsibilities for the Narrator will help keep them happy. And a happy Narrator makes for a better game.





DESCRIPTIONS
MASTER-LEVEL RULE: CREATURE TRAITS
FRIENDS AND FOES



CHAPTER SIX FRIENDS AND FOES

Fiendish monsters and the foul servants of the Darklords – no adventure would be truly complete without these creatures of nightmares threatening to spoil the goals of the heroes along the way. Whether they are Giaks astride their vicious Doomwolves or ruthless Highwaymen making a poor choice in who to rob, enemies are as much a part of the game as Kai disciplines and Random Numbers Tables. This chapter describes just some of the creatures found throughout Magnamund, ready for the Narrator to use in their adventures. They may also use the creatures here as a guide when creating their own monsters with which to surprise the Players.

This chapter also includes a few neutral and helpful creatures and characters, such as animals that may cross the heroes' path and people who may offer help, advice or opportunities for adventure. Not every living thing a Kai Lord meets is a challenge that has to be met head-on with sharp steel and martial prowess, after all.

DESCRIPTIONS

Each creature has a description, telling you where in Magnamund it is usually found and how it fights in combat. Its COMBAT SKILL and ENDURANCE follow next, presented as a range to allow Narrators to tweak them to suit the Players (and keep them guessing as to how tough the monster really is!).

Some monsters have special rules or powers too. This might be a WILLPOWER score, or a skill to round out the creature's abilities. Most entries here do not have a DEFENCE score listed.

For creatures, resistance to harm is factored directly into the ENDURANCE scores. As Narrator, you can add DEFENCE to any creature that might feasibly possess armour. A DEFENCE score of 1 will make a creature or character a greater challenge.





MASTER-LEVEL RULE: CREATURE TRAITS

Though they are used sparingly, some creatures will have traits listed in their entry. When they are present, they are a Master-level rule and should be ignored during basic play. Traits in this section are identical to character traits of the same name unless otherwise noted.

NEW TRAITS

AEGIS

The mind of a creature with Aegis is so highly trained, powerful or alien that normal psychic abilities are powerless to affect it.

Benefit: Creatures with Aegis cannot be affected by Mindblast or similar mental attacks. While some creatures are immune to Mindblast but may be affected by more powerful abilities, Aegis is a total defence and provides full protection from mental assault and intrusion.

BRUTAL (X)

This creature is so physically powerful that its attacks can smash stone, rend steel and make a mockery of flesh and bone. In battle, it is rightly feared because it savagely tears through armoured foes.

Benefit: After resolving an engagement, a Brutal creature adds (X) to the ENDURANCE damage it inflicts, even if that amount was originally 0. In addition, its opponent's Defence score can never reduce ENDURANCE loss caused by this creature's melee attacks below (X).

GROUPING (SWARM/MOB/PACK/SOLDIER)

This creature or character often fights as part of a group.

Benefit: When these creatures gang up, they use the rules noted for Grouped Enemies. The bonus they provide for every member of their group beyond the first is as follows:

- **Swarm:** +1 CS / +1 END
- **Mob:** +2 CS / +2 END
- **Pack:** +3 CS / +3 END
- **Soldier:** +4 CS / +4 END

Swarms tend to comprise creatures of no higher than animal intelligence, such as rats or Antah Wasps. Mobs are typically human or humanoid and tend to be poorly or averagely trained like Giaks or bandits. Packs are animals and monsters with enough intelligence to work together, such as wolves. Soldiers are generally human or humanoid and have formal combat training, like the Drakkarim.

Special: Grouping creatures can only add bonuses until they double their individual COMBAT SCORE. Groups might have more than this number of members, such as swarms comprising hundreds of insects, but they gain no benefit from doing so.

LOYALTY

Whether through magic, affection or mutual respect, this creature is completely devoted to a given being and will always act in its best interests.

Benefit: A creature with the Loyalty trait never attempt to Evade combat if its master is still engaged. If its master does attempt to Evade, it automatically does so as well and always succeeds at doing so. If its Master suffers ENDURANCE damage while Evading, the creature will take the attack upon themselves unless ordered not to do so. This can reduce a creature with Loyalty to 0 ENDURANCE and kill them if the damage is great enough.

MOUNT

This creature is trained to serve as a mount.

Benefit: While riding a Mount, a character taking the Move action can move between two ranges instead of one. A rider on a Mount can move from Far to Short, or from Long to Melee, allowing both the Mount and the rider to Engage but not attack. If a Mount is at Close range, the Mount and the rider can move into Melee, Engage and attack as if they used the Charge technique.

Special: Mounts may take their own actions in a Combat Round, acting at the same point in the Order of Battle as their rider.

SOLDIER

This creature has been trained in the use of armour and weapons.

Benefit: Creatures with the Soldier trait wield weapons and wear armour, benefiting from their qualities and Defence rating.

Special: It is usually simplest to assume that a creature's COMBAT SCORE and ENDURANCE already reflects their equipment. The Soldier trait is best used as a way of creating 'elite' groups and commanders, increasing their abilities and allowing some way of counterbalancing the innate superiority of powerful heroes.

VETERAN

This creature is a battle-hardened warrior.

Benefit: Creatures with the Veteran trait can use techniques in combat. Their trait will be listed with a pair of numbers. The first is the creature's WILLPOWER score and the second is the creature's bonus when taking Tests as called for by certain techniques.



ANTAH WASP

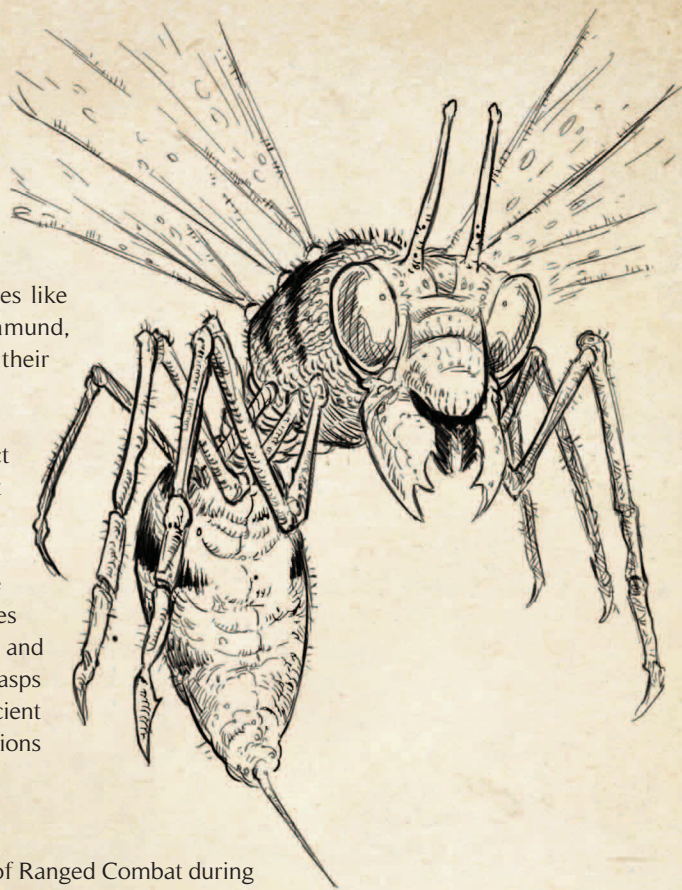
These large hornet-like insects, with three sets of wings, are feared for their vicious temperament, razor sharp mandibles, and tendency to nest in very large swarms. Antah Wasps are roughly the size of a clenched human fist. When agitated, their lower abdomens begin to glow, illuminating barbed venomous stingers that they can fire at their enemies like bullets. Unfortunately for the denizens of Magnamund, Antah Wasps consider any creature that disturbs their nests an enemy.

Antah Wasps are a dangerous subterranean insect species that infest caverns, old ruins and ancient tombs. Antah Wasps were originally created by the Shianti to guard their tombs and temples during the Age of the Awakening. These wasps did not have a specific name during this period. Several centuries later, the Cener Druids looted many Shianti tombs and collected swarms of Antah Wasps. These captured wasps were given their name in honour of Antah, an ancient Archdruid of the Cenerese. Many Antah Wasp infestations in MS 5000 can be traced back to Cenerese activity.

Combat Skill: 20 / **Endurance:** 10

Special Rule: Antah Wasps can engage in one round of Ranged Combat during a battle. Their deadly venom is already factored into their high COMBAT SKILL.

Trait: Aegis. Grouping (Swarm).



BANDIT

Wherever vulnerable peasants settle, travel or trade, you can usually find unscrupulous types willing to prey on them. Bandits are outlaws and they form small groups all over Magnamund, attacking those unable to defend themselves, before retreating the moment real resistance is encountered.

The soldiers of many nations constantly patrol to keep bandit activity to a minimum, but they can never be everywhere at once.

Combat Skill: 12–15 / **Endurance:** 13–18

Traits: Grouping (Mob), Soldier.



BANDIT LEADER

In every bandit group, there is always an individual with a little more charisma than the others. Bandits often elect such leaders that will lead their group to steady pickings or pay the ultimate price for failure. Bandit leaders can often be charismatic fellows who choose to live outside the law, but more often they are vicious and villainous, keen to take advantage of anyone they can bully into submission.

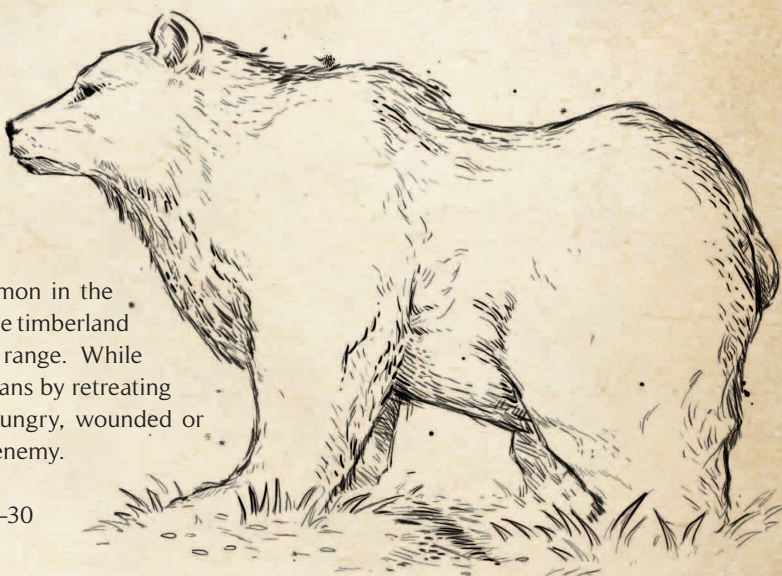
Combat Skill: 16–20 / **Endurance:** 20–30

Trait: Soldier.

BEAR

Black and brown bears are quite common in the forests of Sommerlund, particularly in the timberland that borders the Durncrag Mountain range. While preferring to shun the company of humans by retreating further into the trees, a bear that is hungry, wounded or has been cornered can be a fearsome enemy.

Combat Skill: 17–20 / **Endurance:** 20–30



BURROWCRAWLER

These large, worm-like creatures are a bane to farmers and travellers anywhere in the Lastlands where the earth is soft enough for them to tunnel into. Capable of moving underground at great speed, Burrowcrawlers have caught many an unwary hero in their grasping tentacles. Burrowcrawlers resemble insectoid earthworms with a dozen long tentacles at their head and six segmented legs.

Combat Skill: 16–18 / **Endurance:** 7–10



CRYPT SPAWN

These loathsome creatures are summoned by Darklords from the Plane of Darkness, the terrifying abode of their evil creator – the Dark God Naar. Completely insane and utterly hostile to any creature not allied with their masters, the first instinct of Crypt Spawn is to attack and kill. Though they are telepathic, Crypt Spawn rarely communicate intelligently.

Combat Skill: 22–26 / **Endurance:** 38–42
Trait: Grouping (Swarm).

DOOMWOLF

Specially bred within the Darklands, Doomwolves are mainly used as mounts to carry Giaks into battle but are also allowed to roam freely in packs so as to serve as patrolling guards. They are trained and intimidated by their cruel masters, so that they will readily turn their anger upon innocent victims. Doomwolves are both fast and powerful and just one of them can easily bring down a horse or an armoured human. When operating in packs, Doomwolves demonstrate a high degree of base cunning and forethought. They can be observed laying ambush to victims, after having tracked them for many hours to a place where they will be at their most vulnerable. When used as mounts by Giaks, they respond well to commands, though no other race has been able to control them in this manner.



Combat Skill: 12–18 / **Endurance:** 20–26

Special Rule: Doomwolves can see in the dark.

Traits: Grouping (Pack), Mount.

DRAKKAR

Once barbarous humanoids whose conquests in Northern Magnamund preceded the rise of the Darklords of Helgedad, the Drakkarim are now their devoted servants and shock troops. Bound by the Darke Treaty, all Drakkarim have pledged themselves to evil and sworn to die, if necessary, in its service. They are well trained and fanatical in their devotion. Such is their passion and pride in battle that they are infamous for never giving up, no matter the odds. They take to the field in black iron armour, acting as foot soldiers or archers. With their wickedly-crafted weapons made from the same ebon metal, Drakkarim cause terror and carnage wherever they are unleashed.

Combat Skill: 12–20 / **Endurance:** 22–30

Special Rule: Drakkarim Archers use Bows and may engage in Ranged Combat.

Traits: Grouping (Soldier), Soldier.



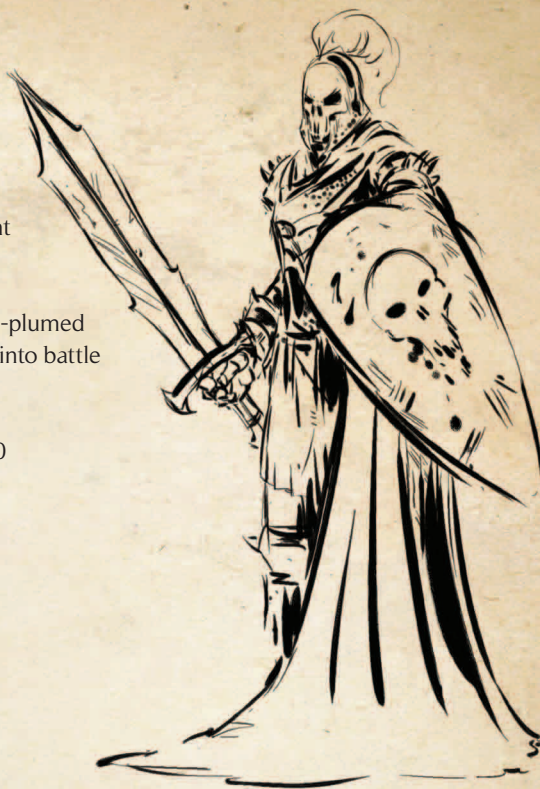
DRAKKAR CAPTAIN (NANRAK)

Trained in the arts of war, these warriors are not promoted from the ranks but selected at a very young age to command. They are subjected to harsher punishments and living conditions than most other Drakkarim. This callous treatment hardens them, making them tough and utterly without pity.

A Drakkar Nanrak can be spotted by his cragged shield, red-plumed helm and an ornate death-mask. They sometimes ride Kraan into battle but are usually to be found leading their troops on foot.

Combat Skill: 17–20 / **Endurance:** 25–40 / **Willpower:** 10

Traits: Veteran (10,+2), Soldier.



GIK, MOUNTAIN

Mountain Giaks form the bulk of the troops available to the Darklords of Helgedad and stream out of their infernal city in huge warbands when called to fight the enemies of their masters. Their ancestors were slaves of the Darklords, forced to build the city of Helgedad, and only the strongest survived the heat and poisonous atmospheres of that dark place. Today, they are callous marauders who take delight in mindless destruction and killing. They are the scourge of all civilised nations bordering upon the Darklands. Left to their own devices, Mountain Giaks will maim, pillage and burn to their heart's content, for there is nothing they truly enjoy doing more. It takes an incredibly strong Giak leader to suppress these 'natural' tendencies. However, they can make for devastating assault troops when gathered in great numbers and led by the more powerful forces of the Darklords, such as senior Drakkarim, Gourgaz or Vordaks.

Combat Skill: 9–16 / **Endurance:** 9–18

Special Rule: Giaks can see in the dark.

They gain a +2 bonus to any resistance Test involving hard physical activity or resisting poison and disease. Giaks that accompany a Gourgaz in combat are acutely susceptible to its scent. This increases the COMBAT SKILL of any Giaks within a 30ft / 10 metre radius of the Gourgaz by 2.

Traits: Grouping (Mob), Soldier.



GOURGAZ

Armoured with thick grey-scales, Gourgaz are a swamp dwelling race originating from Maakenmire. They have been harnessed by the Darklords of Helgedad to become their main shock troops in battle. Gourgaz are utterly fearless and ruthless in battle and will never retreat from a fight. Their cold reptilian minds know no pity and they will eagerly butcher soldier and innocent alike to satiate their blood lust. Without effective leadership in the field, Gourgaz will occasionally go berserk and rampage across a battlefield heedless of allies or objectives. Gourgaz favour giant black axes when in battle, though other weapons are sometimes crafted for them in the forges of Helgedad.

Combat Skill: 18–23 / **Endurance:** 28–35

Special Rules: A Gourgaz is immune to Mindblast.

A Gourgaz's odourless scent increases the COMBAT SKILL of any Giaks in the same battle by 2.

Traits: Brutal 3, Soldier



GUARD/SOLDIER

Employed by governments or nobles to protect their interests, guards and soldiers can be found throughout the lands of Magnamund. They all serve the same purpose, albeit with varying degrees of diligence and morale. Some are honourable, some are corrupt, and the vast majority are just trying to do their jobs and go home to their families intact at the end of the day. Guards and soldiers might be enemies, allies or neither, depending on the actions and allegiances of the heroes interacting with them. A helpful guard can be of great benefit during an adventure. An angry soldier can pose quite an obstacle instead.

Combat Skill: 12–16 / **Endurance:** 16–24

Traits: Grouping (Soldier), Soldier.

GUARD/SOLDIER OFFICER

Either working his way up through the ranks or born into privilege, officers are skilled at commanding groups of men and wielding them as an effective fighting unit. When under attack, a good officer will realise that he may have to fight alongside his troops, demonstrating his willingness to bear the same risks that his soldiers face and, by so doing, bolster their morale.

Combat Skill: 19–21 / **Endurance:** 29–32 / **Willpower:** 5

Traits: Veteran (5,+1), Soldier.



HELGHAST

One of the greatest assets available to the Darklords, Helghasts are employed by them throughout Magnamund where their influence can bring about the downfall of nations. Their ability to shape-change allows them to destabilise governments from within and bring about the defeat of an enemy without lifting a single black blade. The natural form of a Helghast is of a rotting, skeletal human with blazing eye sockets and a mouthful of sharp fangs. Often they are armed with a black blade forged in the weapon furnaces of Helgedad. Sometimes they wield a black iron spear with a twisted iron tip wreathed with a cold ball of sorcerous fire: a Bluefire Spear. Using this powerful weapon, they can launch a malevolent blast of fire at their chosen enemies.

Combat Skill: 21-32 / **Endurance:** 30-46 / **Willpower:** 14-20

Special Rules: Helghasts possess the Mindblast Discipline.

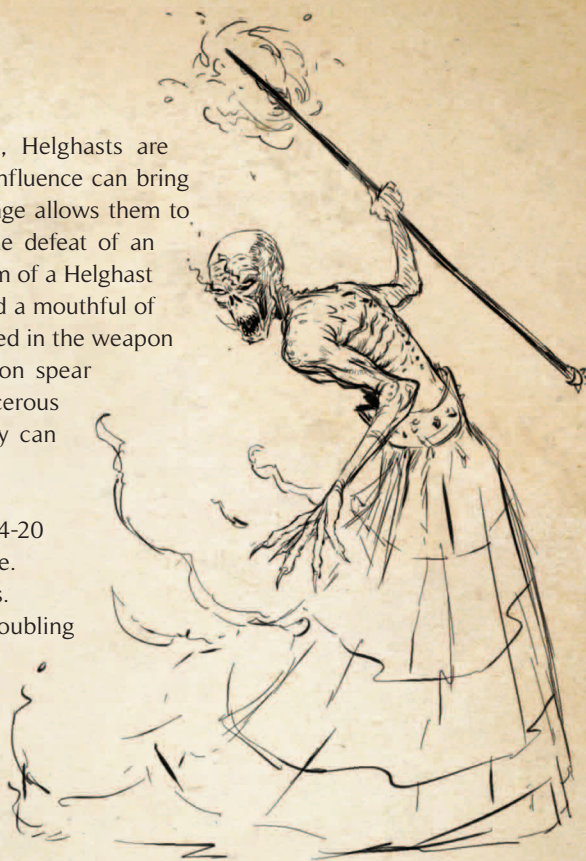
They cannot lose ENDURANCE to non-magical weapons.

They may use that Bluefire Spear as a ranged weapon, doubling any ENDURANCE loss it causes.

A Helghast may take the appearance of any humanoid creature it so chooses.

Skill: Influence.

Traits: Aegis, Soldier.



KRAAN

Kraan are giant reptilian creatures that circle the skies of Helgedad. They are a sub-species of the larger Zlanbeast. Tamed by the Darklords, they are often used in conjunction with Vordaks as aerial scouts, soaring high above bordering nations to report back on the actions of enemies.

A healthy Kraan is easily capable of ranging over 150 miles in a single day. They are also sometimes used as flying mounts by particularly gifted Drakkarim. Kraan trained as mounts spend most of their time on tall perches and rarely fly except when serving their riders.

Kraan will circle their prey for hours, often at such a high altitude that they appear to be little more than crows or vultures, small black specks in the sky. When launching an attack, Kraan dive at great speed towards their enemies, knocking them down and making a vicious bite before soaring off once more. Flocks of Kraan will take turns at diving upon a luckless victim, so as to prevent them time in which to recover from one attack before facing another.

Combat Skill: 15-18 / **Endurance:** 22-28

Special Rule: If a Kraan dives down from the sky to attack, it gains a +2 bonus to its COMBAT SKILL in the first round of combat. If serving as a Mount, its rider also receives this temporary bonus.

Traits: Grouping (Pack) OR Mount (a Kraan cannot have both).



SZALL

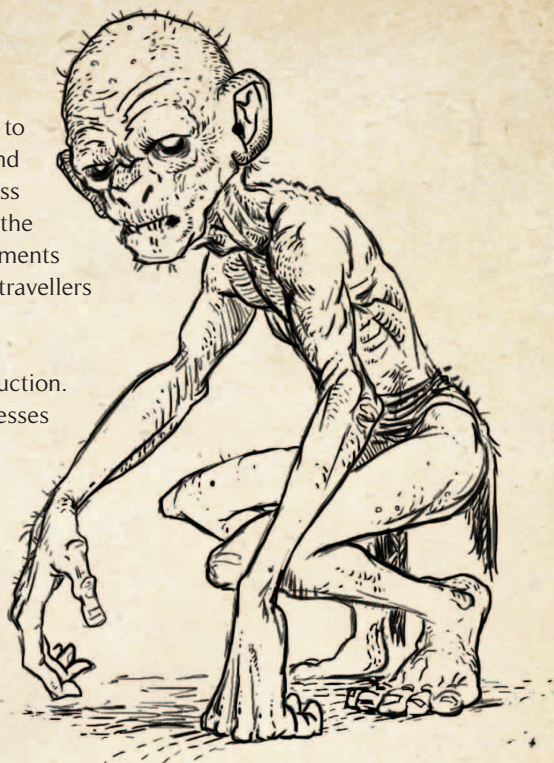
The Szalls are the cast offs of the Darklords, an experiment to create a new slave race that went wrong. Szalls are weak and small, making for disappointingly poor servants and utterly useless warriors. Rejected and discarded by their masters, they fled the Darklands and have since eked out an existence in remote settlements in the Wildlands. They are a constant nuisance to villagers and travellers but rarely pose a serious threat.

Unlike Giaks, Szalls are capable of natural biological reproduction. Giaks, on the other hand, are spawned in huge vats in the fortresses of the Darklands and have no natural reproductive capability.

Combat Skill: 5-8 / **Endurance:** 7-10

Special Rule: Szalls can see in the dark.

Trait: Grouping (Swarm).



THUG/STREET THIEF

Thugs bully others into handing over their possessions and usually work in gangs conducting protection rackets on local shops or organising pick-pocketing sprees. They are unused to victims putting up any kind of resistance and will often flee when faced by superior opposition.

Thugs and street thieves may seem at first to be very brave but this bravado quickly evaporates when they are faced down.

Combat Skill: 12-16 / **Endurance:** 18-23

Trait: Grouping (Mob).

VORDAK

The Vordaks are vile undead monsters created in the laboratories of Helgedad. The Nadziranim, the Black Sorcerers of the Darklands, use the corpses of dead human soldiers as the frames for these ghastly creations. They open their chests, remove their lifeless hearts, and replace them with a gem-like crystal imbued with dark energy. The power contained within this Vordak Gem transforms them into loyal and willing servants of the Darklords.

When a Vordak is killed it rapidly decomposes, the human frame of its body undergoing an accelerated decomposition while the silicon-based substance that animated it reverts back into the form of this gem. Vordaks are used as the lieutenants of Darklord armies and can often be found leading Drakkarim or Giak regiments into battle. When wreathed in their red cloaks, a Vordak can sometimes pass for a human. However, they will not pass close scrutiny. These powerfully psychic undead have a skeletal face and glowing, blood-red eyes and they exude an aura of cold cruelty. Even people with little sensitivity to magic can often sense the foulness of a Vordak and, unless given a good reason to stay, they will turn and flee the area rather than endure its awful presence.

Combat Skill: 17–22 / **Endurance:** 24–28

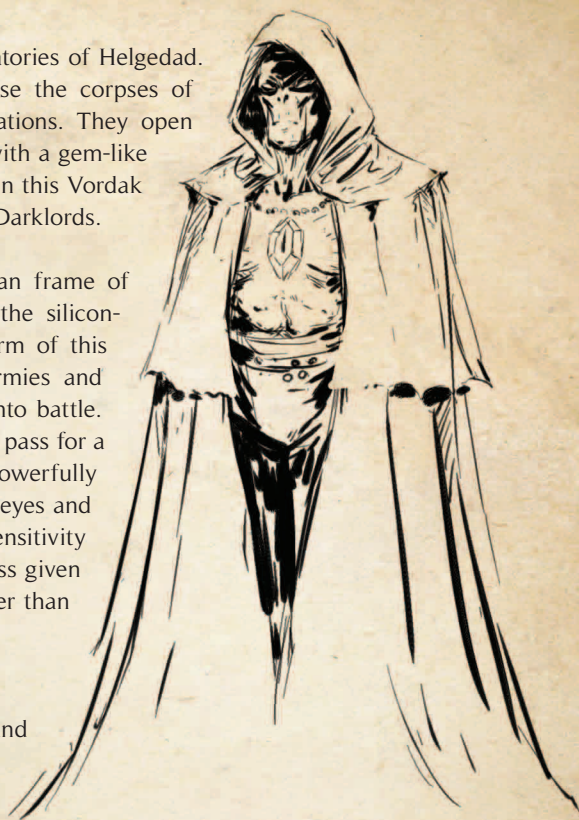
Special Rules: Vordaks possess the Mindblast, Mindshield and Mind Over Matter Disciplines.

A Vordak will automatically regain 1 point of ENDURANCE at the end of every Combat Round. When not in combat, they can fully repair themselves within an hour.

The bubbling residue of a decomposing Vordak corpse gives off poisonous fumes.

Anyone touching a Vordak Gem with their bare hands within two minutes of its death will automatically lose 4 points of ENDURANCE as the gem will be scorching hot.

Trait: Soldier.



WARHOUND

Bred especially to fight, Warhounds are extremely loyal to their masters and absolutely savage to their master's enemies. A pack of Warhounds have been known to bring down the greatest of warriors in battle, with his blows glancing uselessly off their backs which are protected by crude leather and plate armour.

Combat Skill: 12–18 / **Endurance:** 12–15 / **Defence:** 1

Trait: Grouping (Pack)



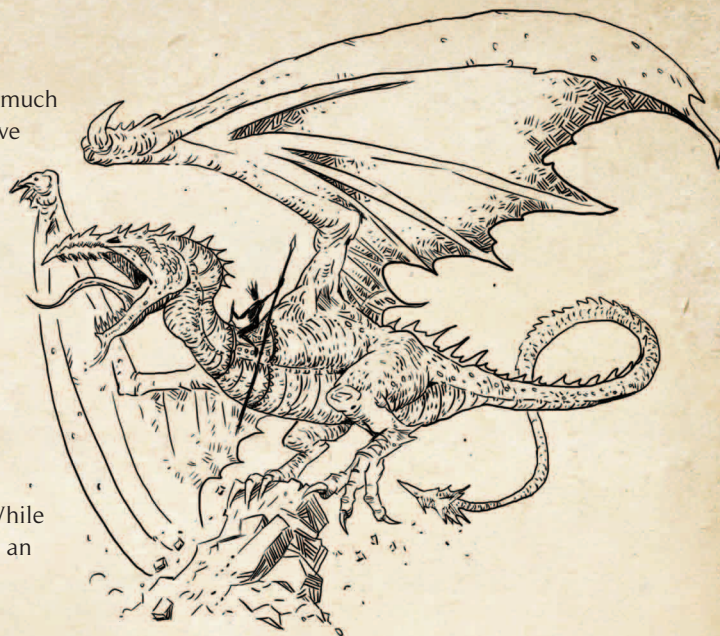
ZLANBEAST

Related to Kraan, the Zlanbeasts are larger and much tougher flying beasts. These huge winged reptiles have long, sharp talons and piercing eyes. Their fearsome cries can strike terror in the hearts of those who hear them. Zlanbeasts serve only the Darklords and their most powerful servants, often as mounts or as aerial troop transporters when fitted with harnesses and cargo drop nets.

Combat Skill: 20–24 / **Endurance:** 38–50

Special Rules: Zlanbeasts can see in the dark.

Zlanbeasts automatically regenerate 1 point of ENDURANCE at the end of every Combat Round. While not in combat, they can fully heal themselves within an hour.



COMPANION

Companions are creatures, typically animals, that are devoted to a sentient being and will serve them to the best of their abilities whenever possible. Usually obtained by means of the Wildbond trait or another such benefit, Companions provide assistance during combat and companionship so long as they are treated well and provided with their own basic needs. Companions are living creatures and while they do become slightly more intelligent and aware through the Companion Bond, they still have the instincts and behaviours of a wild animal. While a Discipline like Animal Kinship can usually make a Companion tame enough to bring into a rural setting without incident, it is typically safer to leave them in the wilderness to avoid unfortunate urban situations, such as a Companion wolf eating the Baroness of Toran's favourite cat!

As noted by the statistics below, Companions are generated much like Kai Lords. This makes each one slightly different and allows Players with some ability to customise their feral friends.

Combat Skill: 5 + Random Number / **Endurance:** 10 + Random

Choose One Form: Land, Steed or Air.

If the Companion is Land (mountain lion, wolf, young bear, etc), it gains +5 to its COMBAT SKILL score and it provides a +1 bonus to its master's Survival tests.

If the Companion is Steed (horse, stag, etc.), it gains +5 to its ENDURANCE score and it receives the Mount trait (see page 71), which it will only use for its master or at its master's insistence.

If the Companion is Air (eagle, hawk, raven, sparrow, etc.), it gains the ability to fly and provides a +1 bonus to its master's Perception tests.

Special Rule: When a Companion is attacking the same foe (or Grouped Enemy) that its master is currently engaging, both the Companion and its master receive a +1 to their COMBAT SKILL.

When a Companion is reduced to 0 ENDURANCE in combat, they are instead reduced to 1 ENDURANCE and automatically withdraw from combat to the nearest safe hiding place, where they take no action until battle is over. If their master dies in this combat, they also die. If their master survives, they can be tended to and healed as normal.

Trait: Loyalty

MAGNAMUND GAZETTEER



IN THIS CHAPTER

THE HISTORY OF MAGNAMUND
THE KINGDOM OF SOMMERLUND
THE KINGDOM OF DURENOR
THE WILDLANDS
THE DARKLANDS



CHAPTER SEVEN

MAGNAMUND GAZETTEER

Chapter Two of the *Book of Kai Training* provides a basic history and overview of the setting of The Lone Wolf Adventure Game. For Players, this introduction to Sommerlund should be more than enough to let them get comfortable with their roles as Kai Lords. As the Narrator, however, you will need to know a great deal more about Sommerlund and the world of Magnamund. This is the aim of this chapter; it is a deeper briefing for all you intrepid storytellers.

Even though this chapter may seem information-dense, and it is, please do not be intimidated by it. The setting of Magnamund has a rich history and its countries have been developed and well-detailed over the decades since the release of *Flight from the Dark* in 1984.

Do not feel like you should read this entire chapter in one sitting. This material is meant to be used as a reference, with information you can come back and review whenever you wish. Armed with the facts and names in the pages that follow, you can add greater detail to your adventures and make the world of Magnamund a believable place in which to explore. After all,

the more realistic your background is, the more engrossing your games will become.

Think of this chapter as your personal tour. You can start whenever you like, stop whenever you wish, and visit only those places that are relevant to you at any particular time. So sit back, make yourself comfortable, and get ready for a journey through the world of Lone Wolf.

Welcome to Magnamund!

THE HISTORY OF MAGNAMUND

In the silent darkness before the creation of Magnamund, a titanic struggle raged between the formless, shapeless gods of Good and Evil. Ageless and unceasing was their conflict until the Peace of Ishir heralded an uneasy truce between the powers of life and death.





Goddess Ishir, High Priestess of the Moon, sealed a promise with Naar, the King of the Darkness, by which their endless war might cease. A great vessel was shaped from the truth of her pledge into which Naar infused the essence of his terrible power.

Their creation became Aon, the Great Balance, and from this seed grew a universe filled with light and dark, life and death, hope and despair.

The Lords of Good and Evil looked down upon Aon in wonder and so greatly did they desire to enter and control their creation that the Peace of Ishir was ended and their struggle born anew. The many jewels of Aon shone brightly in the darkness and swiftly were they claimed by the gods. As one world fell to Evil so another was saved by Good until just one, the brightest jewel of them all, remained unclaimed and unconquered.

The great powers marshaled their forces in preparation for the final momentous battle that would decide the fate of Aon, for control over the last world would tip the balance in favour of the victor and banish the defeated gods to the void from whence they came. So it was that Magnamund, the last free world of Aon, became a battleground of the gods, the keystone of power in the war between Good and Evil.

The forces of the noble God Kai, Lord of the Sun, were the first to enter the primeval world of Magnamund and in doing so became mortal creatures. They chose to dwell in the depths of the ocean where they took the shape of sea dragons, massive in size and power.

Kai spoke to Nyxator, a dragon of immense wisdom and warned him of the birth of evil amidst his brethren. Nyxator led the true dragons onto the land and created the realm of Cynx, to avoid the evil spawn of Naar, who were hatching in the depths of the sea. In his wisdom, Nyxator created the Lorestones in order to preserve the powers bestowed upon him by the great God Kai.

The dragons of Naar emerged from the sea and waged war on Cynx, destroying it with a rain of fire that lasted many centuries. Nyxator escaped and rallied his brothers to fight again but he was finally defeated and forced to take refuge at the molten core of the planet. The dragons of Naar burned and savaged the land, laying all to waste in an orgy of triumphant destruction.

But in doing so, they sealed their own fate. Their dark fires drained the last of their borrowed divinity, trading eternity for a brief frenzy of decimation. Though still immensely powerful, the dragons of Naar were now mortal creatures. Time, starvation and unceasing internal struggles eventually accomplished what the true dragons could not.

Following their extinction, the King of Darkness sought to destroy Nyxator by other means. He caused the land to seethe and boil, to erupt, twist and tear. For 2000 years Magnamund was tortured but refused to yield its hidden refuge.

In desperation, Naar sent forth his most powerful servant: Agarash the Damned. In the year 6700 MS, he arose and conquered Southern Magnamund, creating the Doomstones in mockery of the Lorestones of Nyxator. In the depths of his fortress of Naaros, he used them to breed a legion of dreadful forms: the Agarashi, the Creatures of Darkness. They were let loose upon the ravaged land and nowhere was safe from their insatiable hunger.

The power of Agarash grew unchecked; he forged great weapons of power and raised the dead to do his bidding. He became invincible but still his purpose was unfulfilled; Nyxator still lived. In the year 5248 MS, with all Magnamund at his feet, Agarash began the Great Hunt. His search took him to the depths of the world and culminated in a fiery duel at its very core, in which Nyxator was slain and the Lorestones were captured.

For 200 years Agarash sought the means of destroying the Lorestones. They were the last vestige of Good in Magnamund and their destruction would bring total victory to his master. For the gods Ishir and Kai, it was the nadir of their struggle. Yet, in the depths of their desperation, they conceived a new power to save their cause: the power of magic.

THE ELDER MAGI AND THE FALL OF AGARASH

In the year 4570 MS, the gods Ishir and Kai sent forth the magical Elder Magi to challenge the mighty Agarash, servant of Darkness. They planned and undertook a daring assault upon his fortress of Naaros and recaptured the stolen Lorestones while he slept, entranced by their spells. Enraged to a terrible fury, Agarash unleashed his Creatures of Darkness and waged a horrific war upon the Elder Magi that lasted a thousand years.

Outnumbered by their foes, the Elder Magi used their powers to devastating effect by charming the Agarashi and turning them against one another. It was thus that they brought about the downfall of Agarash and the destruction of his fortress in 3572 MS.

With the ruin of the Agarashi Empire, the pendulum of fate swung in a favourable arc towards the powers of Good. The land became stable and fertile, flora and fauna grew in abundance and the Elder Magi grew in wisdom through the study of the Lorestones. The Age of the Old Kingdoms welcomed the arrival of new civilisations and new hope for a world scarred by war. However, it also saw the emergence of a sinister force. The Cenerese, a race of treacherous druids, appeared in central



Magnamund shortly before the outbreak of the Great Plague (2514 MS) which swept slowly and systematically across the world, leaving the Elder Magi decimated in its wake.

Cenerese power grew until the rising of the Herbalish, a holy order devoted to the healing arts, defeated the evil druids in a bitter war.

THE MOONSTONE

In the year 1600 MS, an accident took place that was to alter the balance and course of history. A race of lesser gods called the Shianti appeared by means of a Shadow Gate, a door between the material world of Magnamund and the astral world of the Daziarn.

At first they settled in the southern reaches of Magnamund but, as the centuries passed, they grew ambitious and sought to increase their knowledge of their new home and discover the secrets of the Daziarn. Their culture spread to the north and east where they were known by many different names, such as the Majhan, the Suukon and the Ancients.

Their quest for knowledge was successful and it culminated in the creation of the Moonstone, a gem of power formed in the astral Daziarn. This artefact became the focus of their wisdom, their magic and their very existence. It saw the dawn of their Golden Age, an era that brought health and plenty to all creatures of Magnamund.

Many humans arrived during this age: the Mythenish and Tianese to the south; the Vassa in the east; the Vaderish, Nael and Aluvians in the west and the Ice Barbarians and Ulnarians in the north. However, the presence of the Shianti, and especially their Moonstone, on Magnamund disturbed the balance between the Lords of Good and Evil.

So significant was the creation of the Moonstone that time is measured from the date of its first appearance. The years prior to its creation are recorded as XXXX MS, and those after its creation are recorded as MS XXXX. ***The Lone Wolf Adventure Game*** is set in the year MS 5000, that is to say 5000 years after the creation of the Moonstone.

Ishir appeared to the Shianti and persuaded them to relinquish their Moonstone and exile themselves to the remote Isle of Lorn. The Moonstone was returned to the Daziarn and a great exodus took place in which the Shianti abandoned their cities and pledged never to interfere in the affairs of Man or the course of future history.

THE RISE OF THE DARKLANDS

In the years prior to the exodus, a new and evil force had arrived in the west. A barbaric horde of warriors called Drakkarim were laying claim to vast tracts of the north-west, putting to the sword and torch all that stood in their path. Their name was enough to strike terror into the hearts of man but they were merely a prelude to the greater nightmare that was about to begin.

Naar, King of the Darkness, had laboured unceasingly to create new champions of evil and now his task was complete. In the year MS 3072, the Darklords appeared for the first time in Northern Magnamund and began their terrible War of Desecration. Huge areas of fertile, cultivated land were devastated by fire and pestilence, and turned into toxic volcanic wastelands through the use of evil magic. The Drakkarim nations, in fear and awe of Darklord power, allied themselves to this new force and constructed huge city-fortresses to dominate the lands they



Lords and Fryemen

Although King Kian had decreed that every Sommlending must have a lord, only the poorest of men did not consider themselves free. Many skilled craftsmen, especially in the cities, banded together to form guilds. From these, officials such as mayors and lord-justices of the city courts, were often elected.

Rich merchants or wealthy farmers were sometimes declared Fryemen of the Realm, a rank that freed them from service to a baron. For acts of great honour or bravery, the King could award the title Fryearl of Sommerlund, a rare and greatly coveted rank that would elevate a man to be the equal of a baron in wealth and status.





helped to conquer. Not since the rise of Agarash the Damned had Magnamund faced such overwhelming evil.

THE SOMMLENDING

The Gods Ishir and Kai mustered their forces to counter the Darklords but they were woefully ill-prepared for the speed with which Naar's new champions of evil were conquering the land. They sent forth a race of men called the Sommlending, a noble breed of warriors both wise and strong, and fortified them further with new magic and a weapon of great power called the Sommerswerd, the Sword of the Sun.

In the year MS 3434, this host of fair-headed warriors led by the fierce and lordly King Kian came to the Lastlands in ships of yellowed oak. They had sailed across the Northern Void, through storm and ice, to turn back the tide of evil. For three centuries the Darklords had conquered the lands of Northern Magnamund but the arrival of the Sommlending reversed their victories in the east and drove them back beyond the Durncrag Mountains. They established their homeland of Sommerlund on territory wrested from the Darklords, transforming it into a land of fertile beauty. King Kian's victory was but the first battle in a long and vindictive war to be waged over the coming centuries.

Darklord Vashna had sworn to destroy Sommerlund and in the depths of his stronghold, deep within the black city of Helgedad, he schemed and plotted the downfall of the sun-realm. In the face of this constant threat, King Braern I, Kian's successor, ordered the construction of four great cities – Holmgard, Toran, Anskavern and Tyso – along with a number of smaller fortifications to guard the mountain passes through the Durncrag Range.

Command of these cities, forts and surrounding lands was given into the charge of the Barons of Sommerlund, high-ranking warrior lords who had achieved great honour and distinction

during the war against Darklord Vashna. The barons ruled over the Sommlending who lived and worked on their lands and they in turn were bound to serve the King, supplying him with soldiers to protect the realm.

Defeat had inflamed the leader of the Darklords, Archlord Vashna, and he vigorously pursued his vow to destroy Sommerlund and its race of men who had dared to challenge his power. For 300 years he waged wars of attrition against the Sommlending, which culminated in the War of the Black Muster (MS 3785-MS 3799), but his efforts were to end in his defeat at the great Battle of Maakengorge.

Aided by the army of Durenor, King Ulmar I and his warriors broke Lord Vashna's forces at the Pass of Moytura and drove them all the way back to the Maakengorge. There, Darklord Vashna was slain in mortal combat with the Sommlending King upon the very brink of the abyss.

The defeat of Vashna halted the Darklord's invasion but it did not destroy the power of the Darklands. Light and Darkness both withdrew to heal, rebuild and fight another day.

THE FOUNDATION OF THE KAI MONASTERY

In order to triumph over each other, both the Darklords and Sommlending undertook similar quests. Aided by the magicians of Dessi (the last remnants of the Elder Magi), one man, a Baron of Toran who achieved distinction during the Great Battle of Maakengorge, sought to find the lost Lorestones of Nyxator.

Meanwhile, in the fell city of Helgedad, the Darklords were commencing a quest for the Doomstones of Agarash, lost during the destruction of Naaros.

Recruiting the Next Generation

With the threat of war so constant, every child, male and female, was trained in the use of weapons from an early age. This training was organised by the barons and took place in the grounds of their castles and strongholds. Any child who displayed a natural instinct for combat was placed into the household of a Knight of the Realm, where they were groomed for service in the Sommlending Army.

Similarly, the Magician's Guild, the Brotherhood of the Crystal Star, recruited children into their ranks at an early age. Those who showed exceptional intelligence or a natural ability to grasp the secrets of their craft were raised and educated in the ways of magic at their Guildhall in Toran.





Of all the Sommlending who first appeared from out of the Northern Void to establish the sun-realm of Sommerlund, a few possessed a great strength that lay dormant within them. Greater powers of mind and body, unattainable by other men and women, were within their reach.

These remarkable warriors became known as the Kai Lords of Sommerlund. The first Kai Lord was Shaen Ruanor, the Baron of Toran who undertook the quest for the Lorestones of Nyxator.

Guided by the magicians of Dessi, he came to realise the true nature of his powers and the purpose for which they had been bestowed. His quest to locate the Lorestones of Nyxator was successful and through them he unlocked the wisdom and strength that had lain dormant within him for so long.

In the year MS 3810, he built a monastery high in the hills of Western Sommerlund, on lands of the Royal Estate, where he established the Order of the Kai. The Monastery became a warrior school devoted to the development of the powerful disciplines that lay within all true Kai Lords. He took the name Sun Eagle, partly in honour of the sun-realm and partly in recognition of his baronial eagles' crest.

Sun Eagle recorded the wisdom of his discoveries in a great tome that came to be known as the Book of the Magnakai. Guided by the wisdom of this book and the personal tuition of Kai Grand Master Sun Eagle, the Order of the Kai flourished and grew. Children in the households of Knights of the Realm who were seen to possess dormant Kai disciplines were sent to the Monastery to receive special training.

There, they entered a caring but strict society where their true potential as warrior lords was developed to the very highest level. The skills by which they had come to the attention of their liege-lords were honed to perfection under the watchful eyes of the

Kai Skurdin. Besides the Kai disciplines, they were also taught the virtues of truth, honour and selfless courage.

After one year, each student received a new name, given to them by their teachers, and reflecting qualities in their growing personalities.

Gradually, as the young novices mastered each of the ten basic Kai disciplines, they were awarded ranks and titles and also given greater responsibilities both inside and away from the monastery.

Upon complete mastery of all ten basic Kai disciplines, a Kai Elrhin becomes a Kai Skurdin. The pupil now becomes a teacher whose role it is to train young novices in the ways of the Kai. In this way, the lore and traditions of the Kai Order carried on from teacher to student, on and on over centuries of unbroken tradition.

Many years after the formation of the Order of the Kai, the Darklords completed the Doomstone quest and a new leader, Zagarna, emerged to claim the throne of Helgedad. Under his command, the Darklords began the lengthy construction of fortresses in the Durncrag Mountains, in preparation for the eventual invasion of Sommerlund. The Kai Lords would be – and remain to this day – the key to maintaining peace and stability throughout the Lastlands.



Warmarns and Journeymen

At the rank of Warmarn or Journeyman, Kai Lords are sent into the service of the Sommlending Army to accustom themselves to the command of troops (Warmarn), or sent abroad to gather information about the lands bordering the realm (Journeyman). Indeed, this is where the differing titles for this equal rank of Kai training arose.



THE LASTLANDS

This chapter reveals the settlements, peoples, and dangers of the Lastlands, the north-easternmost part of Magnamund, where Lone Wolf himself started his adventures. You will find plenty of villains, threats to Sommerlund and hazards here to keep your games going for a very long time before you'll feel the need to start exploring further afield.

Master-level Rules: Background Traits

This section also introduces four Background traits, all from the nation of Sommerlund. These are Traits that can be used as part of character creation and Players should have access to them if the Narrator approves of their use. Background traits differ from regular traits as they focus on a hero's birthplace and heritage rather than on something specifically inherent to them. Background traits are also provided here as a preview of many more to come in future supplements. As new locations are introduced and well-known locations are explored across Magnamund, additional Background traits will be provided for these places. Eventually, heroes will be able to choose appropriate backgrounds for themselves no matter where they come from on Magnamund.

THE KINGDOM OF SOMMERLUND

Ruler: King Myranar III

Cities: Holmgard 120,000 (Capital)

Toran 80,000

Anskaven 70,000

Tyso 50,000

Moytura 12,500

Ruanon 10,000

Silvershore 8500

Eshnar 3000

Other villages of less than 1000

Population: 500,000 (Sommlending)

Resources: Timber, fishing, agriculture, ores (gold, copper, iron, bronin), metalcraft, gems, stone quarrying, shipbuilding.

Currency: Gold Crowns

Allies: Durenor (primary ally), and good relations with many other nations (the Freeland Alliance).

The brightest and most powerful nation on the face of Magnamund, Sommerlund is the leader of the Freeland Alliance and the first line of defence against the threat of the Darklands. As its brave and powerful warriors have done for centuries, Sommerlund's forces stand ready to turn aside the vile machinations of Naar's dark generals whenever and wherever they show themselves. Sommerlund's steel, engineering and tactics of war are among the most advanced in Magnamund, made possible by the support of its many allies.

HISTORY

The Sommlending arrived in Magnamund in MS 3434 led by their King, Kian. They came from the Northern Void and sailed in ships of yellow oak. Their mission became clear: to prevent the forces of the Darklords from conquering Magnamund. The Sommlending arrival halted the Darklords' conquest in the east and drove them back through force of arms behind the Durncrag Mountains, where they stayed until Vashna's devastating campaign was launched many years later.

Ever since then, the Sommlending have lived with the threat of the Darklords hanging over them. King Kian's successor, Braern I, ordered the construction of four great cities: Holmgard, Toran, Tyso and Anskaven. Command over these cities and the surrounding area was delegated to barons who had served Sommerlund exceptionally well during the war.

Sommerlund in the Game

Sommerlund is a well-organised kingdom of chivalry and high fantasy, with magicians and plate-clad warriors keeping the peace amid the splendour of perfect feudal order. Travel through Sommerlund is considered the safest and most profitable venture a merchant can make and people generally feel safe all year round.

Between the Knights of the Realm and the Kai Lords, there seems to be little that can seriously threaten the stability of this land.





After the defeat of Vashna in MS 3799, the Baron of Toran started his search for the Lorestones of Nyxator, taking with him the wise council of the Elder Magi of Dessi. His search was successful and, in MS 3810, he constructed the Kai Monastery, taking the name Sun Eagle to commemorate both the Sun God Kai and his former baronial crest. Sun Eagle wrote down the wisdom passed to him through the Lorestones in the great Book of the Magnakai, the Kai's greatest treasure until its theft in MS 4434.



BACKGROUND TRAITS

It should be noted that Kai Lords rarely carry the burdens or advantages of their background with them into the Kai Monastery when they begin their training. They are generally too young to have been shaped by their culture of their parents and while they may one day return to their families as duty demands, they typically have no innate connections to the life they leave behind.

Thus, these Backgrounds are really only suitable for very rare individuals, first-born children who grew up being groomed even in their early years or youths that had to mature early to deal with a harsh life. As Narrator, it is recommended that you approve any use of these Backgrounds for Players as they will likely have an impact on the stories you tell.

- To benefit from a Background you must pick the Background trait during character creation (see the Book of Kai Training, page 52).

Noble Born (Sommerlund): You are the child of a noble house in the nation of Sommerlund. Born into wealth and privilege, you have both the advantage of high birth and the aspirations that come along with your station.

Benefit: You possess a fine home in one of the four major cities of Sommerland – Holmgard, Tyso, Anskaven or Toran – or an estate elsewhere in the nation. This is a family home and likely to be in use by others in your family, but you and your guests are always welcome here and may stay free of charge.



Magnamund Languages

The following list is just a small selection of the myriad tongues and dialects that are spoken throughout Magnamund. All Kai Lords begin the game with full fluency in Sommlending, a conversational understanding of Durenese and a very basic understanding of Giak. Kai Lords with the Linguist trait have access to additional languages, as noted on page 51 of the Book of Kai Training.

Sommlending
Vassagontian
Siyenese
Drodarin

Giak
Shadakine
Mythenian
Nael

Durenese
Tiana
Vaderish
Telchoi

Aluvian
Vakeros
Ice Barbarian



You always have 100 Gold Crowns you can draw upon in this house, an amount that replenishes once every year upon the anniversary of your birthday.

Special: Your family is important and well-situated in high society. You are held to a very high standard when dealing with them and your behaviour in public reflects directly upon them. If you act poorly or disgracefully, you can lose the benefits of this Trait until you redeem your actions.

Merchant Born (Sommerlund): Though the law in Sommerlund states that all citizens must have a lord, there is a thriving and numerous middle class that exists quite well without anything more than basic fealty to the noble class. You were born into this social class and its freedoms and entrepreneurial spirit mark you well.

Benefit: You have a connection to the citizenry of Sommerlund, one that your years in the Kai Monastery have not completely severed. Whenever you take an Influence test to interact with merchants, craftsmen, and other middle class citizens of your homeland, the Target Value of the test is always -1 to its original difficulty. In addition, your ease and empathy in handling merchants and traders means you always pay 2 Gold Crowns less (to a minimum of 1 Gold Crown) for services and goods in Sommerlund.

Serf Born (Sommerlund): While the plight of the peasant class of Sommerlund is considerably better than it is in most other nations, a serf's life is still a hard one. The shadow of those struggles still hangs over you even though you escaped that life and become a Kai Lord.

Benefit: You work harder and longer than anyone else you know, resulting in a permanent +1 bonus to your ENDURANCE score. You still have the bearing and demeanour of your serf parentage, something that may attract ridicule from your better-placed Kai peers.

Even so, when dealing with the peasantry or slaves of any nation, your common bond lets you re-test any failed Influence test with them. You must abide by the result of the re-test.

Late Emergence: Your special gifts were not detected when you were young and you grew up among your family and social class normally. In adolescence, your gifts manifested and were recognised. You are one of the few who joined the Order after childhood has passed.

Benefit: Though it comes at a cost, you are more versatile and worldly than other Kai Lords. You may choose Crafting or Vocation as a bonus skill. You may also pick one of the other Background Traits for Sommerlund for free, as you still have strong connections to your past life.

Special: Your missed years of training have left their mark on your abilities. When you try to use your Kai Disciplines in a serious situation (Narrator's discretion), you must make a Luck Test. If you fail, that use fails as well. This failure can only happen twice per game. At Rank 7, it can only happen once per game. At Rank 10, this drawback disappears forever. Experience has made up for what you initially lacked in early training.

Backgrounds and Roleplaying

Players should be encouraged to take their background into account when roleplaying their characters. Serf-born Kai Lords may have a different style of speech from their higher-class fellows. Those born into the nobility might have a certain way of acting that can shine through in their behaviour during a game. These class differences should never be taken as an excuse for disruptive, abusive interactions but some light-hearted 'disagreements' can make for memorable roleplaying moments.





THE KINGDOM OF DURENOR

Ruler: King Alin II

Cities: Hammerdal 130,000 (capital)

Port Bax 70,000

Ryme 41,000

Trelsk 38,000

Durwood 32,000

Blave 28,000

Bolde 20,000

Lof 15,000

Velrik 8000

Population: 656,000 (Ulnarians)

Resources: Iron ore, weapon crafting, agriculture, shipbuilding, gold, silver, copper, fishing, gems, timber, and stone quarrying.

Currency: Gold Crowns

Allies: Sommerlund, Dessi and realms of the Freeland Alliance

Settled by the Ulnarians when they migrated through Northern Magnamund, Durenor is one of the richest and most widely self-sufficient nations on the continent. These riches are not measured in gold as much as they are in the balance and quality of life and the security enjoyed by its citizens. Durenor is a strong country, able to fend for itself against any threat. With the aid of its most-trusted ally, Sommerlund, it forms the backbone of the Freeland Alliance.

HISTORY

Durenor was the country colonised by the Ulnarians when they came to Northern Magnamund in MS 2829. Their first expansion met little resistance from the lawless people and pirates (mostly refugees from Vassagonia), many of whom fled to Cloeasia and the Lakuri Isles when the Ulnarian armies arrived. The second migration, which took place in the Lastlands (MS 3434), saw the arrival of Durenor's greatest ally, the Sommlending, and the construction of the city of Hammerdal. After the death of Vashna and the apparent defeat of the Darklords, the Sommerswerd,

Sommerlund's greatest treasure, was entrusted to the Durenese as a sign of the trust and allegiance that exists between these two countries. In return, the Sommlending received a magnificent gold ring known as the Seal of Hammerdal as a reciprocal sign of trust and good will. The pact sealed between them by this exchange of valuable gifts stated that if Sommerlund ever returned the Seal, it meant the Darklords were on the move again and that the Sommerswerd was needed once more. Since then, both sides have lived in the constant hope that this day will never come.



Durenor in the Game

The Durenese are a hospitable people with a history of honouring their agreements and providing more than their fair share of any bargain. This makes them loyal allies and favoured trading partners. It is a worthy trait that also shows in every aspect of their daily lives.

Most merchants from other lands will take extra time to visit a port in Durenor to enjoy the honesty of any transaction made with the spirit, as well as the wording, of the bargain being honoured by their Durenese counterparts.





THE WILDLANDS

Ruler: Overlord Torrost

Cities: Ragadorn 17,000

Gorn Cove 1000

Vanosa 500

Duncrick 500

Population: 30,000 (Vassa, Szall)

Resources: Shipbuilding, fishing

Currency: Gold Crowns

Allies: None (Sommerlund and Durenor, coastal cities only)

The Wildlands is a lawless tract of land with civilisation existing only in a thin crescent along the northern coast of the nation. The rest of the country is completely untamed and considered dangerous to enter, with ruins of ancient Cloeasian cities only inhabited by Szalls and bandits. A long and dangerous highway from Sommerlund to the peninsula of Durenor traverses the north of the country. The Grey Road, as it is often called by the people of the North, is used for mercantile and passenger coach traffic between Sommerlund and Durenor.

HISTORY

Once the northern half of Cloeasia, this area was laid waste to during the formation of the Maakengorge in MS 3055 and the geological upheaval that followed. The earthquakes created the marshland of Maakenmire, splitting off Northern Cloeasia from its southern colonies when a vast bowl of land sank below sea level. Decades later, the tainted run-off from the Maakengorge polluted the Maakenmire and turned its once peaceful reptilian inhabitants into evil monsters. These foul creatures preyed upon the striving survivors of Northern Cloeasia and exterminated them, leaving the entire area in ruins. A mass exodus of Cloeasians was able to move north out of the killing zone with most entering Sommerlund or crossing the Rymerift into Durenor. Only a scant few remained, while thousands of Szalls migrated from the Darklands into this region to avoid the tyranny of Vashna, the mightiest of the Darklords.



The Wildlands, as it became known after this disaster, has been effectively written off by its neighbours except for the fishing villages and the large city-state of Ragadorn on its northern coast. This coastal city is fortified enough to repel Wildlands raiders and has been doing so successfully for several centuries. Ragadorn is a defended city because of its use as a port city between Sommerlund and Durenor. Its location allows ships to find a relatively safe haven here during otherwise long voyages, making the journey less onerous for all concerned.

The Wildlands in the Game

The humans of the Wildlands are a very rare breed. They comprise honest folk descended from hardened criminals, who possess a strong will to survive and a burning desire to see their wilderness territory rise to true nation status. Yet there are still those among them that are treacherous, secretive and thoroughly dishonest. Anyone entering one of the Wildlands villages, or Ragadorn itself, is sure to be struck by the dedication and hard-working nature of the good folk. At the same time, they may be unfortunate enough to encounter some of the unsavoury characters who live among them and have no real desire to change the status quo. Visiting Ragadorn can sometimes be a risky venture due to the crooks, the bandits, and the many pickpockets that inhabit its seedier districts.





In MS 4040, a sea invasion of amphibians threatened to destroy Ragadorn but a combined fleet from the city's allies drove them away.

The most impressive thing about Ragadorn's past is how it has managed to overcome the consequences of the ruin of Northern Cloeasia. By virtue of its coastal location, it was the only major city to survive in the Wildlands and it attracted a motley crowd of bandits and fugitives from justice who, by fair means and foul, took control of the city's former administration. Dominated by unsavoury characters too lawless to be permitted entry into Sommerlund or Durenor, and deserted by most of its local inhabitants, the lack of fewer people to rob forced these criminals to ply a reluctantly honest trade in order to survive. Within a generation, the free port of Ragadorn was established and opened for business and it has since become an important stop on any coastal tour, even though it remains a notorious city of thieves to this day. However, the beasts of the Wildlands remain a constant threat to the safety of travellers and the villagers of the north. But this situation may soon change. A proposed task force of Sommlending cavalry and Durenese infantry is set to march on the interior of the Wildlands in an effort to eradicate the worst of its monsters. If successful, it will pave the way for resettlement south of the coastal crescent.

Darklord Zagarna, however, has his own plans for the creatures of the Wildlands and his agents have been actively seeking to thwart the desire of Sommerlund and Durenor to clear and resettle its interior.

THE DARKLANDS

Ruler: Darklord Zagarna

Cities: Helgedad 1,000,000 (Capital)

Kaag 400,000

Aarnak 220,000

Gournen 190,000

Nadgazad 120,000

Gazad Helkona 80,000

Mozgôar 50,000

Gourzaa 49,000

Population: 3,000,000 (Darkspawn, Drakkarim, Undead, Gourgaz, Agarashi)

Resources: Black iron ore, minerals, spawned horrors.

Currency: Kika

Allies: The Drakkarim (Nyras, Zaldir, Nyvoz, Ghatan, Skaror, Ogia and occasionally The Hammerlands), the Gourgaz of Maakenmire.

A vast and foetid region where only vicious and poisonous things can grow and prosper, the creatures of the Darklands are all tainted and twisted in some measure by the power of Naar. The heart of the Darklands is dominated by the Black City of Helgedad, the principal domain and capital fortress of the Darklords perched upon an island of granite at the centre of a huge volcanic chasm called the 'Nengud-kor-Adez'. A bridge of twisted steel spans the fiery chasm joining Helgedad to the desolate plain of the Naogizaga, where craters of molten rock belch forth a black gas that keeps the city forever in shadow.





HISTORY

In MS 3072, twenty servants of the Dark God Naar appeared in the lands of Northern Magnamund. These were to become known as the Darklords of Helgedad, and they laid claim to a vast region of Northern Magnamund.

The most powerful of all the Darklords was Vashna. In MS 3150, he masterminded the War of Desecration that destroyed many great civilisations and bent the Drakkarim nations to his cause. In the year MS 3192, he was proclaimed Archlord of the Darklands. In MS 3262, he began the construction of Helgedad, the mightiest city of Magnamund, which claimed the lives of one million Giak slaves during the many years it took to build its walls, towers, and turrets of black steel.

The Darklands are blackened and befouled by the massive rift of raging supernatural flames that tears open the heart of Northern Magnamund and which is the true manifestation of the Will of Naar on the planet: the Nengud-kor-Adez. Underground lava channels emanating from the Nengud-kor-Adez, and the noxious fumes given off by these flows, transformed the devastated region conquered by the Darklords into a vast wasteland of barren volcanic ash, punctured by lava vents and volcanic cones, and cursed with a poisonous atmosphere.

For millennia, Helgedad has been the centre of all activity in the Darklands. Its spawning pits churn out horror after horror while the city itself garrisons the commanders of the Darklords' most powerful armies of the damned.

The Darklands have a long history of invasion and destruction, although every time it swells beyond its borders it is turned back by the valour and might of Northern Magnamund's free and allied nations. During the thousands of years since its founding by the power of the evil God Naar, the Darklands have been the root of terrible calamity throughout Magnamund.

The greatest setback the Darklands and its Darklords have suffered during their history was the slaying of Vashna at the Maakengorge. His destruction not only cost the Darklands its leader and the greater sum of its forces, albeit for a short while, the loss of Vashna proved to be far reaching. He was the greatest tactician the Darklords had ever had, and now they were thrown into the turmoil of perpetual political infighting and treacherous deceit.

Yet, even so, the Darklands continually reached out with their agents to undermine free nations and bring about their demise. Of late, the Darklords of Helgedad have been overly cautious because of their inability to resurrect the full power and the confidence they enjoyed during the years of Vashna's reign.

The silence of the Darklands has made the rest of Northern Magnamund become somewhat complacent. This is a mistake that the Darklords are keen to take full advantage of in any way they can. The new Archlord of the Darklands, Zagarna, will make his move to conquer and destroy his most-hated foes, the Kai Lords of Sommerlund, slowly but surely. It may take decades before the invasion comes, but come it shall, as surely as night follows day.

The Darklands in the Game

Travel through the Darklands is a nightmarish experience from the very moment one crosses the border until the time one leaves its darkness behind and escapes to another realm. The heat is intense and the atmosphere is both toxic and corrosive. Its roads are patrolled and are strewn with traps to ensnare the unwary.

Creatures of unimaginable horror dwell in the shadows, awaiting a chance to leap out and tear apart any living creature that comes within their range.



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