

HEROES OF MAGMANNIJO

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HEROES OF MAGMAMUND

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Introduction

Welcome to *Heroes of Magnamund*, a supplement for the *Lone Wolf Multiplayer Gamebook*. Hopefully by now you are familiar with the core rulebook, and you may have even played through the epic *Terror of the Darklords* campaign. If so, you will be ready for something new!

MEW CHARACTERS, MEW ADVENTURES...

In the core rulebook, you played one of the Kai warrior lords of Sommerlund. With *Heroes of Magnamund*, you can now select from a larger range of differing characters and tailor each to your own preference. When you get together with your friends to embark on new adventures, you will find that they will possess skills that are different and complimentary to your own. Instead of being part of a Kai warrior unit, you may well find yourself in the company of a Durenese Knight of the White Mountain, a vicious Ice Barbarian from the frigid caverns of Kalte, or a Dwarven gunner of Bor!

There will be new challenges to face. While there will be a wider spread of abilities to draw upon between the characters, you will have to get used to working with others who are very different to those of your own kind. Some will possess formidable powers that will propel them to the forefront of any hostile encounter, while others will seemingly lurk in the background before dazzling you with a sudden display of their hidden talents.

HEROES & LEGENJOS

As well as new characters for you to try out, *Heroes of Magnamund* introduces a new style of play – that of Heroes & Legends. These games are for characters who have progressed through all their ranks and attained all the Disciplines and skills available to them.

Kai lords will begin exploring the mysteries of the Magnakai, while other character types will have their own distinctive disciplines and abilities to develop and master.

Games played with characters as experienced as these can be a challenge, as the players will become very powerful. But they will also allow you to carry on a campaign without the need to retire and start over again with a wholly new character. Characters in Heroes & Legends games can progress to a level where they are formidable enough to take on Darklords of Helgedad themselves in a fight, and stand a good chance of emerging triumphant from the encounter!

In *Heroes of Magnamund*, we will show you how to carry on adventuring with a character so that it becomes suitable for a Heroes & Legends adventure and we also show you how to present suitable challenges for players at this advanced level of play.

Using new Characters

If you have ever wanted to try out a type of character other than a Kai Lord of Sommerlund, read on! A whole new adventure awaits...

Each of the new character types is called a Character Class. Characters created using the core rulebook are all of the Kai Lord class. Here, we introduce some new and different character classes:

Border Ranger of the North: A valiant soldier of the realm of Sommerlund, specially trained to protect his people and the peoples of other lands for whom he may be especially commissioned to defend.

Brother of the Crystal Star: A student from the Magician's Guild of Toran in Sommerlund, learning the greatest magical secrets available to the mortals of Magnamund.

Dwarven Gunner of Bor: A highly-trained and able soldier with a tradition of mercenary work, he often can be found wandering far from his homeland to profit from his skills in the world beyond his mountain domain.

Herbwarden of Bautar: A druid and priest of nature, he possess abilities and special knowledge which has helped him and his brethren to transform their land into a rich and bountiful paradise.

Ice Barbarian of Kalte: Naturally accustomed to some of the harshest living conditions to be found anywhere in Magnamund, the Ice Barbarian has become an extremely hardy and resilient hunter-warrior. He is counted among the wildest, strongest and most effective fighters of Magnamund.

Kloon Sage of Chaman: Learned in many thousands of subjects and willing to share his knowledge with anyone whom he deems to be deserving of it, the Kloon sage is tasked with accumulating and protecting the wisdom and knowledge of Magnamund for the benefit of future generations.

Knight of the White Mountain: His strength of character is legendary, as is his efficiency and trustworthiness. This justly proud elite warrior lord of Durenor has a well-deserved reputation for being steadfastly honest and courageous. Just don't expect him to laugh at any of your jokes!

Magician of Dessi: One of a new breed of sorcerers who is destined to adopt the mantle of the Elder Magi, the Magician of Dessi has access to the purest forms of ancient Goodly Magic.

Buccaneer of Shadaki: Generally, Shadakine seafarers are an honest breed who work the winds and sail their coastal waters in search of fair trade and adventure. However, there are some among them who are notoriously black-hearted brigands. Their thirst for blood and profit makes them the scourge of the southern seas.

Sommlending Knight of the Realm: One of the staunchest defenders of Sommerlund, the Knight of the Realm is a brave and noble warrior, as well as a skilled leader of men.

Telchos Warrior: A primitive and fierce female warrior who has gained supernatural powers through her worship of, and selfless devotion to, the Goddess Ishir.

Vakeros Warrior-Mage: Trained especially to fight and kill Darkspawn, the Warrior-Mage of Dessi is an elite member of a unique clan of gifted battle-magicians. He has been charged by his demi-god mentors with the protection of their wondrous jungle domain.

WILLPOWER

All characters have COMBAT SKILL and ENDURANCE scores, as descried in the core rulebook. However, some (mainly those who can use magic or have other supra-human abilities) will also have a WILLPOWER score.

WILLPOWER represents the strength of your mental fortitude and your ability to continue using magic or draw upon supra-natural reserves of power.

Under normal circumstances, you will regain all lost $\ensuremath{\mathsf{WILLPOWER}}$ points at the end of an adventure.

Using These Characters

Each new character class has an evocative description of what they do and the role they fulfil in the wondrous world of Magnamund. Take care to read each section carefully, as it will help you to decide the type of character you most want to play. Once decided, the next step is to create your personal character...

COMBAT SKILL, ENDURANCE, & WILLPOWER

First, you have to see what your character's COMBAT SKILL and ENDURANCE is like (and, potentially, your WILLPOWER too). As before, COMBAT SKILL is a measure of your character's ability in fighting situations, while ENDURANCE is a measure of how tough your character is. COMBAT SKILL will not change very often, while ENDURANCE can vary considerably during the course of an adventure, depending on how many battles you fight and how much damage you sustain.

Each class will tell you how to generate your COMBAT SKILL, ENDURANCE and, if necessary, your WILLPOWER too.

Once you have determined what your starting scores are, enter them on your Action Chart.

Ranks and Disciplines

Like the Kai Lords, the progress of each new character is determined by a table of Ranks. A character will gain one new Discipline every time a higher level of Rank is achieved. This award is made at the end of a successful adventure. You will start at Rank 5. Each character class has its own unique title for this starting Rank, as well as all the other Ranks that can be attained through successful adventuring.

You begin the game with five of your class Disciplines. Unless otherwise noted, these Disciplines are used in exactly the same way as those for Kai Lords i.e., to help you gain Bonuses when in combat and taking Tests. They may also aid you in other specific ways during the course of your adventure.

Once you have selected your character class and generated your initial COMBAT SKILL and ENDURANCE (and possibly WILLPOWER too, depending on the class) scores, choose five Disciplines from those available to your

character. You may not select or use a Discipline from another character class (unless given specific permission to do so).

Starting Equipment

Each character class has a different selection of equipment available at the start of play. These can either be acquired free of charge, or purchased when you are directed to. The rules for carrying equipment are the same for all classes, as follows:

Weapons

If you find a weapon during the adventure, you may pick it up and use it. You may only use one weapon at a time in combat, unless a specific character skill permits you to do otherwise. You can only carry two weapons at any time. Most weapons are carried sheathed or tucked into your belt.

Backpack Items

During your travels you will discover various useful items that you may wish to keep but you may only carry eight items in your Backpack at any time. If you should ever lose your Backpack, you automatically lose all of the items it contains. You will be unable to pick up and keep any new Backpack Items until you acquire a new Backpack. You may exchange or discard items at any point in your adventure when you are not directly involved in combat.

Special Items

Each Special Item has a particular purpose or effect. This may be explained when the item is first discovered, or the Games Master may reveal it to you at a later stage of your adventure.

Gold Crowns & Other Currencies

The currency of Sommerlund is the Crown, which is a small gold coin. It is not the only type of currency that is used in Magnamund but it is accepted almost everywhere that you are likely to travel. Gold Crowns can be used on your adventures to pay for weapons, equipment, goods and services. They can also be used as a bribe.

Some of the creatures that you may encounter will possess Gold Crowns, or you may discover them while searching locations. Any Gold Crowns that you acquire should be carried in your Belt Pouch. The maximum number

you can carry is 50. Coins of a different currency are generally smaller and lighter than Gold Crowns. They occupy less space in your Belt Pouch and therefore you can carry more of them. Use the following currency table to calculate the mixed currency capacity of your belt pouch:

- 1 Gold Crown = 4 Silver Lune
- 1 Gold Crown = 10 Kika

Food

Adventuring can be exhausting work and you will need to eat regularly every day. If you do not have any food when you are instructed to eat a Meal, you will lose 3 ENDURANCE points. Each Meal counts as one Backpack Item.

READY FOR YOUR FIRST MISSION?

You should now have completed the following preparations:

- 1. Determined your initial COMBAT SKILL level.
- 2. Determined your initial ENDURANCE points score (and possibly your WILLPOWER score).
- 3. Chosen your five Disciplines.
- 4. Selected your equipment.
- 5. Determined your character's name.

If you have completed all of the above, congratulations! You are now ready for your first adventure.

Border ranger of the North

Northern Magnamund is a territory riven with turmoil and conflict. The close proximity of the Darklords of Helgedad has every northern nation on the alert, expecting war, after centuries of relative calm. Even without that most undeniable of menaces, the corruption and ambition of men is still here, turning the peace among kingdoms into an uneasy, fragile truce. With the notable exceptions of Sommerlund and Durenor, there is no real trust between the northern peoples; small-scale battles and conflict, as well as petty crime and internal struggles, are all too frequent occurrences along the many borders of these disparate lands. There are vast expanses of untamed territory within the northern lands, which shelter an endless stream of wild creatures, bandits, renegades and other perils that plague the travellers and border settlers of the Northern kingdoms. In such circumstances, it is no surprise that there is a constant need for brave and trustworthy Border Rangers who are willing to keep the peace.

Border Rangers are valiant soldiers who originated in the kingdom of Sommerlund. They are specially trained for the protection of their people against encroachments by the denizens of less-civilised lands. They are both disciplined combatants and skilled woodsmen, accustomed to spending long months surviving alone in wilderness outposts far from the shelter of the civilisations they are sworn to protect. It is through their steadfastness, skill and efficiency that Border Rangers have a special place in any northern kingdom's militia and in the hearts of borderland residents who owe their lives and safety to the brave efforts of the Border Rangers.

Almost all of the civilised kingdoms of Northern Magnamund employ Border Rangers as a special frontier guard force. Typically, they are usually courageous peasants and farmers who have enlisted to serve their



country upon reaching adulthood. They are organised mostly into small troops; not suited for large-scale battles but ideal for missions of stealth, reconnaissance and vigilance. It is common for a border outpost to be manned by no more than one experienced Border Ranger, whose courage and skill are more than a match for the majority of lowly breeds that leave their lairs to chance their luck at raiding.

BEING A BORDER RANGER

The daily life of a Border Ranger is, by definition, an adventure in itself. Border Rangers have to routinely deal with monsters, bandits and renegade invaders. They are expected to be constantly on the move along the fringes of their designated border territories, always seeking out threats to the security of their allotted areas. It is highly possible for a Sommlending Border Ranger to be assigned special missions outside of his homeland territory and these missions often form the basis for larger-scale adventures and quests. In short, Border Rangers need no excuse to go seeking adventure; not when their job consists of exploring the wilds, travelling from one end of their territory to another, searching for hidden lairs, hunting down marauding monsters, fighting off bandits and maintaining the security of the lands in their charge.

A Border Ranger is equal parts hardened woodsman and disciplined soldier. He has the skills and the pragmatic outlook on life that comes with having lived alone in the wild. Yet he is also part of a disciplined military unit and owes much of his mastery of survival techniques to his military training. As a result, most Border Rangers are quiet, efficient and brutally direct individuals. Idle chat, an acquisitive desire for material gain and the need for unproductive recreation have no place in their daily lives. Border Rangers are well respected by the people they protect, which this instils in them a feeling of high self-worth and quiet, confident self-esteem. For adventurers abroad, a chance meeting with a battle-ready Border Ranger is always a heartening encounter, especially when it comes in the middle of a hostile wilderness.

Most Border Rangers hail from farmer or peasant stock. Some of them may have started out as militiamen and later transferred to Border Ranger duty because of their exceptional tracking or archery skills. But generally, they are regular soldiers who are chosen for the role during the course of their military training, after having displayed an unswerving sense of duty, a familiarity with the land and a talent for self-sufficiency whilst out in the wild.

COMBAT SKILL & ENDURANCE

To find out what your Border Ranger's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 10 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 10 and 19).

For ENDURANCE, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting ENDURANCE is always numbered between 20 and 29).

Once you have determined what your COMBAT SKILL and ENDURANCE scores are, enter them on your Action Chart.

BORDER RANGER DISCIPLINES

You begin the game as a Border Scout. While you have a long way to go before you can consider yourself to be a High Ranger, you are not an absolute beginner either, as your five Ranger Disciplines show. The ranks of the Border Rangers and the titles they are granted at each stage of their progress, are shown here.

Rank / Number of Ranger Disciplines	Ranger Title
1	Recruit
2	Trainee
3	Chosen Man
4	Outrider
5	Border Scout (you begin
	at this level)
6	Forest Tracker
7	Timberlander
8	Woodstrider
9	Vanguardian
10	Border Master

Pick your Disciplines from the following list:

Mark of the Archer

Having studied his enemies carefully, a Border Ranger with this skill knows exactly where to aim an arrow to cause optimum damage. Whenever you use a bow or longbow in combat, use of this Discipline allows you to double any damage you inflict upon an enemy.

If you choose this skill, write 'Mark of the Archer' on your Action Chart.

Mark of the Marksman

All Border Rangers will come to learn to use the bow during their lives and many become expert in its use, able to pluck individual leaves off a tree with their arrows at long distances. Whenever you use a bow or longbow in combat, you can add your Rank number to your COMBAT SKILL.

If you choose this skill, write 'Mark of the Marksman' on your Action Chart.

Mark of the _____

A Border Ranger with this Discipline has been trained specifically to fight a particular menace to his country's borders, learning their tactics, their habits and their ways of war. Choose one of the four enemies listed below. When you enter combat against one of your chosen enemies, you can add your Rank to your COMBAT SKILL.

Vassagonians Cenerese Drakkarim Darkspawn

If you choose this skill, write 'Mark of the _____' on your Action Chart.

Mark of the Huntsman

A true huntsman does not chase his prey; he lets his prey come to him. He does not forage for food; food is waiting everywhere around him. A Border Ranger with this Discipline will always be able to hunt for food for himself, except in areas of wasteland and desert.

If you choose this Discipline, you will not need to erase a Meal when instructed to eat. This skill also enables a Border Ranger to be able to move swiftly and stealthily when travelling on foot through forests and tall grasslands.

If you choose this skill, write 'Mark of the Huntsman' on your Action Chart.

Mark of Instinct

More than just relying upon his eyes and his ears, a Border Ranger is encouraged to develop his gut feelings and intuition. Mark of Instinct enables a Border Ranger to transform his basic instincts into a fully developed form of perception that will warn him, infallibly, of close and imminent dangers. It may also reveal to him the true purpose of a stranger or strange object encountered during his travels.

If you choose this skill, write 'Mark of Instinct' on your Action Chart.

Mark of the Land

Any casual wanderer may come to know the land but only a skilled Border Ranger will master the art of travelling through it. Mark of the Land gives the Border Ranger a deep familiarity with his environment and designated territory. He will come to know the land beneath his feet as well as he knows his own body. He will never be lost and will never suffer penalties for poor visibility or moving through difficult terrain.

If you choose this skill, write 'Mark of the Land' on your Action Chart.

Mark of the Rider

A Border Ranger trains hard to become a skilled horseman. This Discipline enables a Border Ranger to control any horse he rides with consummate skill. It also enables him to find shelter, or a safe hiding place, whenever he is in the wilderness.

If you choose this skill, write 'Mark of the Rider' on your Action Chart.

Mark of Survival

A Border Ranger is a notoriously rugged individual. He is able to shrug off the harsher side of nature while he is operating in the wild and will never suffer penalties from being exposed to the elements. This Discipline also allows him to gain a bonus when Testing against diseases and poisons.

If you choose this skill, write 'Mark of Survival' on your Action Chart.

Mark of the Trail

Border Rangers of the North are renowned for their tracking ability. They are able to follow an enemy for days on end before finally running them down. If you choose this Discipline, you will always be able to follow the tracks made by an enemy you are pursuing.

If you choose this skill write 'Mark of the Trail' on your Action Chart.

Mark of Weather

Most city folk believe that nature begins and ends with the rivers and the trees. True nature dwellers have learned to be aware of all the other

elemental forces that are in play as well. The wind and the thunder share the same environment as the plants and animals. Border Rangers with this Discipline are able to draw upon the power of the elements to restore their reserves of strength. This ability is particularly effective when the elements are vigorously active.

If you decide to choose this Discipline, you may restore 1 lost ENDURANCE point for every hour that you are in a wilderness environment. If the weather is extreme (e.g., torrential rain, lightning storms, gale-force winds, scorching hot sunshine, snowy blizzards and so on.) then you may double this bonus.

If you choose this skill, write 'Mark of Weather' on your Action Chart.

Starting Equipment

The Border Ranger of the North starts with the following equipment.

Your basic possessions comprise of the uniform of your homeland's border army. You also have a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 15. The number you choose equals the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

If you have the Mark of the Archer or Mark of the Marksman, you will also start with a bow (or a longbow) and a quiver containing 12 arrows.

You may also choose five items from the following list:

Bow (Weapon) Chainmail Waistcoat (Special Item, adds 4 to your ENDURANCE) Helmet (Special Item, adds 2 to your ENDURANCE) Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Quarterstaff (Weapon) Quiver (Special Item, contains 12 arrows) Rope (Backpack Item) Shield (Special Item, grants a +2 Bonus to your COMBAT SKILL) Spear (Weapon) Sword (Weapon)

Combat Skill	Endurance	Rank
0		
Intial Dis	ciplines	Bonus Disciplines
1.	6.	
2.	7.	
3.	8.	
4.	9.	
5.	10.	
Weapons	Backpack Iter (equipment)	ms) Special Item
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BROTHER OF THE CRYSTAL STAR

The Magician's Guild in Toran is just one of the many places on the face of Magnamund where the arcane science of magic is studied in its codified form. These spells and ancient formulae are humanity's attempt to impose order on the chaos of true magic – the primal energy that creates and sustains all of reality. While this is at times a losing battle and can result in eruptions of cataclysmic power, the magicians of the various guilds have managed to discover a number of special power-words that capture reproducible magical effects. These are called spells and form the basis of their power in the world of Magnamund.

Because the many guilds all stem from the same set of core beliefs, they form a massive union of like-minded scholars that transcends city, nation, kingdom and liege fealties. A leading light in this fraternity of magicians is called the Brotherhood of the Crystal Star and it is named after its twin beliefs that spells are a form a crystallised magic and that all true power comes from planes of existence beyond the World of Magnamund. The Brotherhood of the Crystal Star is open to all Sommlending who possess the desire to master the art of magic and use it to goodly purpose.

Most members of the Brotherhood of the Crystal Star are erudite scholars who come from noble families. This gives the Magician's Guild of Toran a great deal of temporal power to compliment their mystical strengths. Most other kingdoms appoint senior members of their magician's guilds to positions in their high courts, most typically as advisors or viziers. This works well enough to diffuse the undeniable tension that exists between powerful practitioners of magic and the ruling classes but some prophets and diviners foresee a dark and terrible day when spellcasters and kings will clash for control of all Magnamund.



BEING A BROTHER OF THE CRYSTAL STAR

The Brotherhood of the Crystal Star emphasises the need for its fledgling magicians to travel widely and discover a path of magic for themselves. These journeys serve to strengthen the new mages. They also fulfil a secondary purpose; the recovery of fragments and relics of lost arcane lore. Whilst wandering far afield, Brothers and Sisters of the Crystal Star actively seek out the dormant remains of ancient magical artefacts that lie scattered amidst the ancient ruins and lost cities of Magnamund. Wizards are encouraged to take bodyguards, especially when their powers are relatively weak and untested, since the world of Magnamund can be a very dangerous place for someone armed with only a beginner's level of magic.

The Brotherhood is a collective of goodly spellcasters. Magic is the crux and focal point of their existence, though they do have to temper their overriding desire to learn magic with their myriad guild duties and the everpresent possibility that they will be selected by their Guildmaster for service in the courts of the land. Many members of the Brotherhood of the Crystal Star end up as advisors and consultants to people in positions of great power, where the opportunity to further their arcane studies is severely limited. It is an honour to be chosen thusly but it is not an honour that is warmly welcomed by those who are devoted to mastering their craft.

The average Brother of the Crystal Star is of noble birth and comes to the Guildhall in Toran at a tender age after having shown a propensity for magic. The road from potential trainee to spellcasting adept is a long one for most and few Brotherhood magicians ever work a real spell before several years of diligent training have passed. Adults sometimes join the Magician's Guild to receive instruction in basic magic but rarely develop the kind of power that someone schooled since childhood can attain.

COMBAT SKILL, ENDURANCE & WILLPOWER

To find out what your Brother of the Crystal Star's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 5 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 5 and 14).

For ENDURANCE, you do exactly the same thing, except that you add 16 to the random number you select (so, your starting ENDURANCE is always numbered between 16 and 25).

For WILLPOWER, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting WILLPOWER is always numbered between 20 and 29).

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

BROTHER OF THE CRYSTAL STAR DISCIPLINES

You begin your first adventure as a Journeyman. While you have a long way to go before you can consider yourself to be a Guildmaster, you are not an absolute beginner either, as your five Brother of the Crystal Star Disciplines show. The ranks of the Brotherhood of the Crystal Star, and the titles they are granted at each stage of their progress, are shown here.

Rank / Number of Brotherhood Disciplines	Brotherhood Title Candidate Initiate
3	Apprentice
4	Senior Apprentice
5	Journeyman (you begin at this level)
6	Adept
7	Seeker of the Way
8	Mage
9	Senior Mage
10	Lorestriver

Pick your Disciplines from the following list:

Countermagic

This Discipline is the Brotherhood's primary and most effective means of countering the magical threats of others. This spell is not actually a spell at all but a type of antithetical magic that takes the form of a rigid set of power-words.

When an enemy casts a spell, you can immediately use Countermagic by choosing any number of WILLPOWER points you wish to expend, up to your current total. Your enemy will do the same as he starts to direct more power to his spell in order to overcome your Countermagic. Both you and your enemy must then use the Random Number Table, adding the number of WILLPOWER points you have each decided to use. If you succeed

in scoring higher than your enemy, his spell will be completely nullified and will cease to function. If not, it will work as he intends.

You may find that Countermagic will not work against some extremely skilled spell-users or exceptional magic artefacts, as they are simply too powerful for Countermagic to negate. Your Games master will inform you in this unfortunate instance.

If you choose this skill, write 'Countermagic' on your Action Chart.

Invisible Shield

A potent spell that summons a protective disc of magical force, this is one of the most practical spells in a Brotherhood mage's repertoire – especially for one who is expecting to get embroiled in combat! It is often the first spell that a member of the Brotherhood decides to master.

Choose any number of WILLPOWER points you wish to expend, up to your current total. This is added to your ENDURANCE for the duration of the next combat only. At the end of the combat, any extra ENDURANCE points still remaining from this spell are immediately lost.

If you choose this skill, write 'Invisible Shield' on your Action Chart.

Levitation

This spell has saved many lives since it was first perfected. It is capable of making the caster, or an object or creature of his choosing, defy the effects of gravity for a short while. It can be used to stop someone from falling, or to halt a moving item in its tracks.

If a Brother of the Crystal Star who possesses this spell wishes to rise or descend in the air, he must expend 1 point of WILLPOWER for every yard he wishes to travel vertically. Note that this spell does not allow him to fly; it merely permits him to rise up and down as if he were standing on an invisible elevator. However, that fact the it can be used whilst in mid-fall makes this ability particularly useful.

Levitation can also be used on other people or creatures of roughly human size. The Brother of the Crystal Star must have a clear unobstructed view of them before the spell is cast if it is to be effective. The cost of using this spell is 2 points of WILLPOWER for every yard he decides to make them rise or fall.

If the Brother of the Crystal Star merely wishes to float in place, this will cost 1 point of WILLPOWER per round.

If you choose this skill, write 'Levitation' on your Action Chart.

Lightning Hand

This spell calls forth the power of static electricity and transforms it into a potent weapon. It is often the primary offensive spell employed by Brotherhood magicians.

Lightning Hand costs 1 point of WILLPOWER to fire a bolt of lightning at an enemy. This is done in exactly the same way as firing a bow (see p20 of the main rulebook). However, a Brother of the Crystal Star can feed more power into the spell, if he so wishes, in order to increase its destructive effects.

If you decide to increase the power of this spell, choose how many extra points of WILLPOWER you intend to expend and cross them off your Action Chart. When consulting the Combat Results Table, multiply the damage that your enemy takes by the number of additional WILLPOWER points you have decided to use.

If you choose this skill, write 'Lightning Hand' on your Action Chart.

Mend

Mend is a fairly potent healing spell but its elemental roots are revealed in its chief limitation. The spell can only be cast while the Brother of the Crystal Star is standing in a free-flowing unpolluted stream or river. The spell has the effect of 'washing away' the pain and injury, leaving the caster either completely healed, or at least partially mended.

While standing in free-flowing water, you may choose to cross off any number of WILLPOWER points from your Action Chart. You will immediately gain double that number in restored ENDURANCE points. As always, this may not increase your ENDURANCE points score to above its starting level.

If you choose this skill, write 'Mend' on your Action Chart.

Mind Charm

A powerful mental enchantment, this spell can bind the will of any living target temporarily and has the potential to turn enemies into allies or momentarily befriend even the most unsociable of creatures. While the duration of Mind Charm is limited, it usually lingers long enough for the caster to get what he needs or extricate himself from a situation where combat magic would not work, or its use would be inappropriate.

This Discipline can be particularly effective when used in Tests made to calm a hostile creature, or to convince another person to take a particular course of action. Every time it is used, erase 1 point of WILLPOWER. The Games Master will determine how long the effects of this spell last for but it is rarely effective for longer than one or two minutes at a time.

If you choose this skill, write 'Mind Charm' on your Action Chart.

Net

This spell summons a net of magical bindings seemingly out of the air. It is a useful spell for capturing foes alive, or for securing multiple enemies until they can be dealt with in other ways. While some members of the Brotherhood disdain this spell simply for being too messy, in the hands of a skilful and imaginative magician it can be put to many practical uses.

This spell is cast as if you are attacking an enemy. It costs 1 point of WILLPOWER to bring into effect. If the Combat Results Table indicates that you would have caused more damage to the enemy than he would have caused on you, then he will become ensnared in the net and automatically forego his next three attacks.

If you choose this skill, write 'Net' on your Action Chart.

Sense Evil

This spell is one of the reasons that Brotherhood magicians are highly sought after as personal and court advisors. By expending 1 point of WILLPOWER, the Brother of the Crystal Star who possesses this Discipline is able to determine whether one person or creature that he can see is either intrinsically evil, or habours evil intent.

If you choose this skill, write 'Sense Evil' on your Action Chart.

Silence

Silence is a very powerful spell that is often overlooked by Brotherhood members until they need it and then they rue the day they failed to add it to their repertoire. By expending 1 point of WILLPOWER, a Brother of the Crystal Star who possesses this Discipline can surround himself with complete silence for precisely 60 seconds. He will automatically pass any Test that is made to see if he is heard but he will not be able to cast any further spells until its effect wears off. Alternatively, he can use it against a hostile sorcerer. By silencing his adversary, he will likely prevent him from casting spells to attack him, or to negate the effects of his magic.

To use this spell, firstly decide how much WILLPOWER you wish to expend. You must then succeed in a Test using the enemy's remaining WILLPOWER as the Difficulty and using the number of WILLPOWER points you have chosen to expend as the only Bonus. If you succeed, the enemy will not be able to cast any more spells for the duration of this combat.

If you choose this skill, write 'Silence' on your Action Chart.

Vigour

Another useful spell for Brotherhood members who are expecting to get involved in combat. Casting this spell will infuse the recipient with an increased ability to wield a hand weapon.

To use this spell, firstly decide how much WILLPOWER you wish to expend. Half of this number (rounded down) is immediately added to your COMBAT SKILL for the next round of combat only. As soon as the round of combat is completed, this bonus to your COMBAT SKILL must be removed. This spell can also be cast upon a friendly Character for the same cost and duration of effect. In this instance, the caster must have an unobstructed view of the recipient of the spell for it to work effectively.

If you choose this skill, write 'Vigour' on your Action Chart.

Starting EQUIPMEnt The Brother of the Crystal Star starts with the following equipment.

Your basic possessions comprise the robes of the Brotherhood. You also have a backpack, a belt, and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 10. The number you choose equals the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

You may also choose two items from the following list:

Flask of Holy Water (Backpack Item) Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Rope (Backpack Item) Short Sword (Weapon) Sunrod (Special Item) Vial of Antitoxin (Special Item)

Note: a Brother of the Crystal Star may never wear any type of conventional armour, nor use a regular shield.



ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

DWARVEN GUNNER OF BOR

The Drodarin dwarves of Bor are an ingenious race with brave traditions and a natural talent for mining and metalwork. Particularly skilled in armour and weapons crafting, Bor dwarves have refined their arts to a degree unrivalled in Magnamund by any race save the ancient ones that walked the land when mankind was little more than a few scattered, primitive tribes. Bor steel is considered one of the most valuable trade goods on the open markets, particularly because it retains its base value no matter where a merchant's journeys might take him.

Bor is also famous for its Boom Powder. Developed for the speedy construction of new tunnels, this explosive powder has further been utilised by the Drodarin to power their primitive firearms. Bor is the only nation in Magnamund that has developed boom powder firearms. Its precise formula is a closely guarded secret. Only a few highly trusted nations, most notably Sommerlund and Durenor, have been permitted to manufacture Boom Powder under license from Bor.

Bor is a mountainous kingdom. It required its inhabitants to build a series of fortresses along its borders to keep out the predations of evil creatures and avaricious neighbours that were tempted to invade them in order to pillage their knowledge and wealth. The dwarves of Bor are a hardy people with a great deal of stamina and strength that comes from many years spent at the forge and anvil, or mining and exploring the seemingly endless subterranean tunnels that criss-cross the heart of their kingdom.

The most common native of Bor that one is likely to encounter is a Dwarven Gunner. These sturdy soldiers have a long tradition of mercenary work and often wander from their homeland, for decades at a time, to sharpen their skills and develop contacts in the outside world. This habit is a valuable one for both Gunner and nation, since any knowledge or contact he develops becomes an asset to Bor when he returns to serve another term in his homeland's standing military. The skills of a Dwarven Gunner

of Bor, with all the firepower he brings with him, certainly make him an attractive prospect for recruitment into any battle unit or adventuring party. The hardy folk of Bor rarely lack employment.

BEING A DWARVEN GUNNER

Because years of mercenary work and travelling are a tradition for the Drodarin, Dwarven Gunners of Bor are always willing and able to go on adventures. These diverse journeys give them a chance to practice their shooting skills and improve their abilities in many different ways, making them a learning experience worth more than the considerable loot such escapades are famous for accruing. Since Dwarven Gunners of Bor share their people's somewhat notorious avarice, adventuring is a doubly attractive way to spend their time in any case.



Dwarven Gunners are known for three characteristics, all of which apply in equal measure and rarely change. Drodarin dwarves are powerfully built and slightly short of stature. They almost always carry at least one weapon, which is a Bor Musket. Last, but certainly not least, they always smell at least faintly of the forge. The scent of coal, iron, burning embers and bitter ash, clings to every inch of a Bor dwarf's skin, though other dwarves do not consider this to be a bad thing at all.

The dwarves of Bor worship their own gods who are the embodiment of hearth and forge, mountain and sky. It is rumoured that they used to worship a God of the river but that deity's following has apparently long since faded. The Dwarves of Bor never discuss the reason for their river god's fall from grace. In any case, Dwarven Gunners never discuss their religious beliefs with anyone they do not consider to be a bondsman, or a trusted comrade in arms, and then usually only over a pint or twelve of their infamously strong Bor-brew beer. When they do discuss their beliefs, the dwarves of Bor can be very boisterous, and while they do not preach their religions to others, they never accept any sign of disdain or disrespect.

Dwarven Gunners are an honoured class of soldier in their homeland and usually train from the time they are very young in the many practical arts of the Drodarin. Dwarven Gunners can forge their own equipment, load and fire a Bor Musket and/or Cannon or Bombard (which are essentially just larger versions of their firearms) and they tend to excel at both even in the most adverse of conditions. This kind of superlative skill takes decades of practice to perfect, making their techniques a well-guarded secret that very few persons from other lands could master to such a refined level of expertise and understanding.

COMBAT SKILL & ENDURANCE

To find out what your Dwarven Gunner's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 10 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 10 and 19).

For ENDURANCE, you do exactly the same thing, except that you add 25 to the random number you select (so, your starting ENDURANCE is always numbered between 25 and 34).

Once you have determined what your COMBAT SKILL and ENDURANCE scores are, enter them on your Action Chart.

BOR MUSKET

All Dwarven Gunners begin the game with a Bor Musket. This is used in exactly the same way as for a bow, except that:

- All damage caused by the Bor Musket is tripled.
- After it has been fired, the Dwarven Gunner must spend a round reloading his firearm, during which time he can do nothing else. This means the Bor Musket can only be fired every other round.
- Every time a Bor Musket is fired, it consumes one piece of lead shot and one charge of Boom Powder.

DWARVEN GUNNER DISCIPLINES

You begin the game as a Master Soldier. While you have a long way to go before you can consider yourself to be a Grand General, you are not an absolute beginner either, as your five Gunner Disciplines show. The Ranks of the Dwarven Gunners, and the titles they are granted at each stage of their progress, are shown here:

Rank / Number of Gunner Disciplines	Gunner Title
1	Recruit
2	Apprentice Gunner
3	Line Gunner
4	Gun Soldier
5	Master Soldier (you
	begin at this level)
6	Powder Master
7	Pistol Master
8	Musket Master
9	Cannon Master
10	Crack Shot

Pick your Disciplines from the following list.

Accuracy

Hundreds of hours of musket practise inevitably pay off for a Dwarven Gunner. Whenever he is using a Bor Musket in battle, the Dwarven Gunner may pick another random number if he is dissatisfied with the first. However, the second random number must be used, even if it is a lower number than his first choice.

If you choose this skill, write 'Accuracy' on your Action Chart.

Explosives

The Dwarven Gunner's love of Boom Powder knows no bounds! A Dwarven Gunner who possesses this Discipline has moved on from guns and cannon to more devastating applications for his beloved powdered explosive. He is well versed in all aspects of powder-based explosives, including their manufacture, and he is an expert in their use.

If you choose this skill write 'Explosives' on your Action Chart.

Fire Shot

By altering the amount and composition of the charge that is used to propel a shot, the Dwarven Gunner can cause a halo of flame to encircle the fired shot which will cause additional damage to the target. This cannot be done after a Bor Musket has been Rapid Reloaded. If the target takes damage from a Bor Musket using Fire Shot, an further -2 ENDURANCE points will be deducted.

If you choose this skill, write 'Fire Shot' on your Action Chart.

Gunbutting

Though a Dwarven Gunner likes to deal with his adversaries at range, all too often he needs to club back an enemy who has closed in to engage in hand-to-hand combat. So long as he has his Bor Musket in his hands, the Dwarven Gunner will never count as being unarmed.

If you choose this skill, write 'Gunbutting' on your Action Chart.

Incoming Fire

With almost supernatural reflexes, the Dwarven Gunner is able to track arrows in mid-flight and shoot them out of the air before they strike him. So long as the Dwarven Gunner is carrying a loaded Bor Musket, he may destroy one arrow fired directly at him, or at an ally who is standing within his field of vision.

If you choose this skill, write 'Incoming Fire' on your Action Chart.

Rapid Reload

This is perhaps one of the most impressive skills you will ever see in action on the field of battle. The Dwarven Gunner is often capable of reloading his Bor Musket in a matter of seconds. Whenever the Dwarven Gunner reloads a Bor Musket, make a Test at Difficulty 10, using his Rank as a Bonus. If successful, the Dwarven Gunner makes a successful rapid reload and may fire in this combat round. If not, he misses this round and reloads as normal.

If you choose this skill, write 'Rapid Reload' on your Action Chart.

Sharpshooting

The accuracy of the Dwarven Gunner has become legendary in Magnamund. And rightly so! Whenever he is using a Bor Musket, the Dwarven Gunner may add his current Rank to his COMBAT SKILL.

If you choose this skill, write 'Sharpshooting' on your Action Chart.

Sniper's Eye

The Dwarven Gunner knows exactly where to aim a shot in order to cause maximum damage to his chosen target. Whenever the Dwarven Gunner deals damage with a Bor Musket, he may add his Rank to the total damage the enemy receives.

If you choose this skill, write 'Sniper's Eye' on your Action Chart.

Thundershot

By packing in more powder, the Dwarven Gunner can literally stun a weakened enemy with the deafening blast of his shot. When the Dwarven Gunner fires his Bor Musket, he must make a Test at a Difficulty equal to the target's current ENDURANCE, using only his Rank as a bonus. If successful, the target is momentarily stunned and will lose its next action. This may not be done in conjunction with a Rapid Reload.

If you choose this skill, write 'Thundershot' on your Action Chart.

Two-gun Mastery

Dwarven Gunners often carry smaller firearms, such as Bor Pistols, to supplement their main weapon. This Dwarven Gunner is skilled at aiming and firing two Bor Pistols at once. Whenever he is carrying two loaded Bor Pistols, the Dwarven Gunner may make two attacks with them in the same round. These attacks need not be on the same target.

If you choose this skill, write 'Two Gun Mastery' on your Action Chart.
Starting Equipment

The Dwarven Gunner of Bor starts with the following equipment:

Your basic possessions comprise of a powder-stained uniform of the Bor army, a pair of sturdy boots and a patterned neckerchief with which to wipe away the gun-soot from your eyes. You also have a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 20. The number you choose equals the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

The Dwarven Gunner also starts the game with a Bor Musket (Weapon), a Keg of Boom Powder (Backpack Item) containing 12 charges and a small belt pouch containing 36 lead shots (one Special Item).

You may also choose two additional items from the following list:

Chainmail Waistcoat (Special Item, adds 4 to your ENDURANCE) Helmet (Special Item, adds 2 to your ENDURANCE) Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Rope (Backpack Item) Shield (Special Item, grants a +2 Bonus to your COMBAT SKILL) Axe (Weapon) Hammer (Backpack Item) Sword (Weapon)

Combat Skill	Endurance	Rank
Intial Discipl	ines	Bonus Disciplines
1.	6.	
2.	7.	
3.	8.	
4.	9.	
5.	10.	1.2.2
Weapons	Backpack Items (equipment)	Special Items
) 	Notes	

COMBAT RECORD

ENDURANCE POINTS

ENDURANCE POINTS

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HERBWARDEN OF BAUTAR

The Herbwardens of Bautar – or the Herbalish Druids as they are also known – were once a tribe of holistic warriors and shamans, whose naturewise ways attracted the attention of the Elder Magi during the Age of War. Bautarian sages were the first humans to harness Magnamund's primal magic. During the Age of Awakening, when mortals learned how to wield magical energies with no help from the gods, they were greatly assisted in their development by the Bautarian Herbwardens. Fully conscious and worthy of their duty as guardians of nature and magic, Bautarians founded the Herbalish order to nurture and care for the land. They left an indelible mark upon history when they saved Magnamund from devastation at the hands of the Cener Druids and their Great Plague. To this day, Herbwardens remain the oldest and wisest order of human spellcasters, even though their magic is very different to that which is wielded by the Brotherhood of the Crystal Star or the Magicians of Dessi.

Modern day Herbwardens, or Herbalish, are the descendants of the ancient order of Bautarian sages. They are druids, or nature priests, whose abilities and secret knowledge have helped turn their land into a lush and natural paradise. Although the Herbwardens' specialty is healing magic, nature's primal power is much vaster than that, and manifests in many other, breathtaking ways. Besides the healing arts, the first Herbwardens had some training in combat, which they used during their 'Green Purge' against the vile corruption of the Cener Druids. Present-day Herbalish have inherited some of these limited martial skills, although rarely do they have the need or the inclination to use them in this present age of relative peace.

As a complement to their druidic activities, Herbwardens often wander lush Bautar to gain a higher awareness of its infinite variety, while patrolling and protecting it alongside their brethren and compatriots, the Bautarian Border Rangers. In addition, all of Bautar's great gardens and natural sanctuaries fall under Herbwarden supervision, thus the Herbalish become guardians of their land in every aspect, making them the most respected and admired individuals among their fortunate people. High-level Herbwardens often function as advisors to Bautarian nobles and leaders, for they are the stewards of their realm's moral compass as well as the engines of its soul.



BEING A HERBWARDEN OF BAUTAR

Bautarians are peace-loving people. They rarely seek to adventure for its own sake, as they are more interested in fostering a greater understanding of the power of nature. Nevertheless, as soon any threat arises which requires the Herbwardens' special attention, they are quick to respond. Recently, these threats have included Border Ranger sightings of Cenerese renegades leaving their dark realm of Ruel, and evidence of Darkspawn attempting to infiltrate across their borders. Whenever their healing arts and natural knowledge are called upon by their allies, the order always sends healers and sages to their aid, for they have pledged themselves to the protection of humanity from the encroachments of evil.

Herbwardens are spellcasters through and through, and they hold the secrets of the most ancient of magical powers that is present among humankind. They are adept at using their ancient curative powers and have a great understanding of nature. Yet their power is not about controlling the elements or blasting enemies to pieces. Rather, it taps into a much more powerful energy: the force of life magic. Herbalish rituals and spells are focused on curing and creation, and the manifest source of their knowledge is not secret words or ancient tomes, but the elemental wisdom of the planet itself. For this reason, they have precious little offensive power and must instead rely on artificial measures to increase their combat abilities.

Herbwardens, contrarily to other spellcasters, do not see themselves as wielders of spectacular power but as nurturers and stewards who have been charged with protecting nature. They possess the knowledge to harvest its living gifts for healing and nourishment. As wardens of nature, it will come as no surprise to learn that the Herbalish worship natural spirits. Their religion sees the whole of nature as the most divine force of all. They still maintain a great respect for Gods Kai and Ishir, for it was they who played the major role in the creation of their beloved world, and it is the Sun and Moon which light its days and nights. Besides, Kai and Ishir are the divine ones who first taught the art of natural magic to the Herbwarden elders. A Herbwarden's life is a daily testament of praise to Kai and Ishir's gifts, yet their view of Magnamund has a religious undertone that is humbler than the overt and sometimes ostentatious displays of faith which are indulged in by the humans of other nations.

It is preferred for Herbwardens to begin their training at a very young age, though any Bautarian – in fact any inhabitant of Northern Magnamund with a Goodly allegiance – is admitted into the order at any age if his or

her dedication is genuine. Once a Herbwarden's apprenticeship is ended, he or she is ordained as a Herbalish Druid in a special ritual, after which they are allowed to either stay in Bautar as a full-time member of the order, or allowed to roam free across Magnamund, bestowing their help and knowledge upon others less gifted than themselves.

COMBAT SKILL, ENDURANCE & WILLPOWER

To find out what your Herbwarden of Bautar's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 5 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 5 and 14).

For ENDURANCE, you do exactly the same thing, except that you add 16 to the random number you select (so, your starting ENDURANCE is always numbered between 16 and 25).

For WILLPOWER, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting WILLPOWER is always numbered between 20 and 29).

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

HERBWARDER OF BAUTAR DISCIPLINES

You begin the game as an Acolyte. While you have a long way to go before you can consider yourself to be a Grand Druid, you are not an absolute beginner either, as your five Herbwarden of Bautar Disciplines show. The Ranks of the Herbwarden of Bautar, and the titles they are granted at each stage of their progress, are shown here:

Rank / Number of Herbwarden Disciplines	Herbwarden Title
1	Aspirant
2	Novitiate
3	Initiate
4	Ovate
5	Acolyte (you start here)
6	Adept
7	Curate
8	Prefect
9	Spirana
10	Druid

Pick your Disciplines from the following list.

Green Purge

Herbwardens are expertly trained to defend their own peoples and their beloved land. When fighting Darkspawn, Cenerese Druids, or any creatures that are native to Ruel (e.g., Vazhag, Dholdaarg, Plague Hounds, and Ruel War-dogs), the Herbwarden gains a +4 bonus to his COMBAT SKILL.

If you choose this skill, write 'Green Purge' on your Action Chart.

Healing Arts

This Discipline can be used to restore ENDURANCE points lost through injury. If you possess this skill, you may use freshly prepared potions in order to heal yourself. You will restore 4 ENDURANCE points for every full hour that you spend brewing your potions and, during this time, you must remain isolated and undisturbed. You may only undertake this activity once your ENDURANCE has fallen to below its original level. Each time you use this Discipline, you must deduct 4 points of WILLPOWER.

You may also heal others at the same rate, i.e., 4 ENDURANCE points per undisturbed hour. You can only heal one Character at a time, but you are permitted to heal more that one Character consecutively.

If you choose this skill, write 'Healing Arts' on your Action Chart.

Healing Hands

Through the combined use of herbs, potions, and meditative techniques, a Herbwarden who possesses this Discipline can attempt to cure the effects of any ingested poison or contracted disease. You must succeed in a Test to do this successfully, with the Games Master determining the level of Difficulty based on the strength or potency of the poison or disease in question. Every time you do this, you must deduct a number of points of WILLPOWER equal to the Difficulty of the Test.

If you choose this skill, write 'Healing Hands' on your Action Chart.

Hunter

Adopting the mindset of a bear or wolf, the Herbwarden can transform himself into a natural predator. Using this Discipline, he is able to stalk prey and launch a devastating attack upon them at precisely the right time. The Herbwarden gains a +2 bonus to his COMBAT SKILL in the resultant combat.

If you choose this skill, write 'Hunter' on your Action Chart.

Lore of the Land

There are few who understand the ways of the natural world quite like a Herbwarden of Bautar. They are familiar with most species of animals and plant life, with their habits and habitats, and they can readily identify which ones are dangerous or benign.

If you choose this skill, write 'Lore of the Land' on your Action Chart.

Natural Ward

Once every day, Herbwardens are able to place a Natural Ward upon themselves or another person. This will last an entire adventure and grants the recipient extra points of ENDURANCE equal to the Herbwarden's Rank. When the recipient takes damage, these ENDURANCE points are always lost first and they may not be healed in any way. Every time the Herbwarden does this, a deduction of 5 points of WILLPOWER must be made.

If you choose this skill, write 'Natural Ward' on your Action Chart.

One With The Land

A Herbwarden of Bautar is truly at one with the land. Herbwardens will never starve in the wilderness and will always be able to find food under any circumstances, with the notable exception of the following regions: the Darklands of Northern Magnamund, and the Doomlands of Naaros. Additionally, they can communicate with animals and plants (albeit with the latter in a very rudimentary way) and predict their intentions.

If you choose this skill, write 'One With The Land' on your Action Chart.

Primal Surge

Herbwardens gain the ability to channel the arcane power of the planet to fuel the magic of their potions. Once per adventure, Herbwardens may immediately regain half of their starting WILLPOWER.

If you choose this skill, write 'Primal Surge' on your Action Chart.

Terror to Behold

Though peaceful, Herbwardens are the keepers of mighty secrets and many lesser creatures fear them for their knowledge. Herbwardens with this Discipline will never be attacked by an enemy whose COMBAT SKILL is lower than their own at the start of an encounter.

If you choose this skill write 'Terror to Behold' on your Action Chart.

Watcher of the Skies

So in tune with nature are Herbwardens of Bautar that they can predict the weather with a high degree of certainty, and they are able to manipulate it to a minor degree. By succeeding at a Difficulty 8 Test, Herbwardens will accurately predict what the weather will do in the immediate location for all of the next day. Then, by expending 5 points of WILLPOWER, they can alter the present weather in a subtle way, e.g. they can draw rain out of an overcast sky, or cause the clouds to part to allow the sun to shine.

If you choose this skill, write 'Watcher of the Skies' on your Action Chart.

Starting Equipment

The Herbwarden of Bautar starts with the following equipment.

Your basic possessions comprise of a set of Herbwarden robes. You also have a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table. The number you choose equals the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

You may also choose two items from the following list:

Alether Berries (Special Item, increase CS by +1 for one round) Flask of Holy Water (Backpack Item) Meal (Backpack Item) Potion of Laumspur (Special Item, restores 4 points of ENDURANCE) Rope (Backpack Item) Short Sword (Weapon) Sickle (Weapon) Vial of Antitoxin (Special Item)

Note: the Herbwardens of Bautar may never wear any type of conventional armour, nor may they use a regular shield.

Combat Skill	Endurance	Willpowe	r	Rank
Intial Di	sciplines	Bo	onus Disci	plines
1.		6.		
2.		7.		
3.		8.		
4.		9.		
5.		10.		
Weapons	Backp (equ	ack Items ipment)	Sp	ecial Items
7	N	lotes		_

ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

ICE BARBARIAN OF KALTE

The icy realm of Kalte has remained apart from the rest of Magnamund's civilisations since the Shianti left these frozen wastelands two millennia ago. All that remained here was the human culture whom the Shianti had taken as their servants, now reduced to barbarism after finding themselves without guidance and protection in the middle of an icy, isolated wilderness. Yet, despite the seemingly overwhelming odds, these people did not perish. Instead, they met the challenges of their habitat and became stronger and remarkably resilient as a result. From their parlous state of being a helpless, leaderless, solitary human tribe isolated in an overwhelmingly hostile environment, they became a powerful nomadic tribal nation that now holds sway over the most vast and inhospitable territory in all of Magnamund. Their numbers have grown steadily so that their population today rivals that of many civilised Northern Realms. They are still considered uncivilised when judged by the standards adopted in countries of warmer climes but they are never dismissed as being primitive or irrelevant. Occasionally, they are known to foray south, especially in times of extreme cold when an ice bridge forms across the Kaltesee, permitting land access to northern Sommerlund. During these times, the threat of an incursion by the Ice Barbarians of Kalte becomes a very real danger to the people of Sommerlund.

Ice Barbarians are naturally accustomed to the harshest living conditions present upon all Magnamund, save perhaps for those to be found in the Darklands of the North and the Doomlands of Naaros in the southern continent. Therefore, it is not surprising that they have become an extremely hardy and ruthless race of human beings. They are notorious in war for never giving quarter to their enemies, or for showing their true feelings when at peace. They have learned to take the most callous and desperate of measures to ensure their personal survival at all times, and these traits are deeply ingrained in their psyche. Thus, they are hard to impress and even harder to defeat. Dealing with an Ice Barbarian is always a daunting challenge, whether be during times of peace or times of war.



Ice Barbarians generally have little interaction with the world outside of their icy domain. A few of them sporadically leave their people to become guides, mercenary bodyguards or traders at the semi-civilised Kalte outpost of Ljuk. But apart from these few exceptions, most Ice Barbarians remain ensconced within their closed, isolated society which comprises of several rival tribal clans. Clan warfare is commonplace among the Ice Barbarians, as they battle daily to survive in their hostile environment. Warriors, scouts and hunters have pre-eminent status in Ice Barbarian clan society.

Being an Ice Barbarian

Ice Barbarian warriors live in a wild and treacherous land and feel no natural urge to seek out adventure in the 'world out there'. From carnivorous Baknars to perilous ice fissures, from monstrous Kalkoths to the deadly freezing chill of a Kalte blizzard, the wastes of Kalte offer plenty of challenges to anyone who is looking for a serious test of their courage and stamina. Ice Barbarians do not actively seek 'danger' or 'adventure'; simply surviving is dangerous and adventurous enough. For an Ice Barbarian to have an 'adventure' usually entails them tracking, finding, killing or chasing away intruders who have strayed into their lands, albeit deliberately or by a terrible stroke of misfortune.

Most Ice Barbarians have a warrior's training and mindset. Even their children are fierce and brave combatants. The average Ice Barbarian is a hulking, dark-haired, slant-eyed, human with high cheekbones. They have a liking for tattoos (which denote personal acts of courage) and bone amulets (the trophies of past kills). Their preferred weapons are bone swords and lightweight composite bows, also made from bone (usually the ribs of kalkoths). Although their weapons are less advanced and not as effective as those carried by other warriors of Magnamund, they more than make up for the limitations with their savage determination, their viciousness and remarkable reflexive speed.

Ice Barbarians do not practice any recognised religion. They consider themselves to have been abandoned by their gods (the Shianti) and, as a consequence, their philosophy is wholly pragmatic and focused upon survival. They have no respect for any kind of magic, having learned from bitter experience that such power will turn eventually upon its wielder and those around them. Many Ice Barbarian prophecies and superstitions warn of a time when one of their tribes will permit sorcerers to live among them. It will sow the seeds of their eventual demise and will lead to their ultimate enslavement. They refer to anything that is magical as 'Shik-Rik', which roughly translates to meaning 'slaver trickery'. Soon after a young Ice Barbarian has mastered the skill of skiing, they are taught to hunt and kill prey. Baknars and Kalkoths are their main source of food, both of these creatures which provide all the nutrition they need to endure the endless cold and privations of their hard existence. They also provide them with material and shelter, their hides being used to make clothing and tents. When the winter pack ice recedes during the short summer months, they supplement their diet with fish caught at the edge of the Kaltesee ice shelf. Within Ice Barbarian society, there is no apprenticeship for a chosen profession. There is only one real, allconsuming 'profession' in Kalte and it is called 'surviving'. For an Ice Barbarian, more so than for any other class, their profession and their reason for being are precisely the same thing.

Ice Barbarians have the shortest life span of all humans on Magnamund, with a typical male living 38 years and female 41 years. Of the few who have left their icy domain and settled in a warmer climate, 50% live shorter lives (male: 35 years / female: 48 years) and 50% live longer (male: 60 years / female: 65 years). For Ice Barbarians who choose to migrate to a warmer environment, there is no way or knowing if it will result in a longer or shorter life span.

COMBAT SKILL & ENDURANCE

To find out what your Ice Barbarian's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 10 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 10 and 19).

For ENDURANCE, you do exactly the same thing, except that you add 25 to the random number you select (so, your starting ENDURANCE is always numbered between 25 and 34).

Once you have determined what your starting COMBAT SKILL and ENDURANCE scores are, enter them on your Action Chart.

ICE BARBARIAN DISCIPLINES

You begin the game as a Survivor. While you have a long way to go before you can consider yourself to be a Brumalmarc, you are not an absolute beginner either, as your five Barbarian Disciplines show. The Ranks of the Ice Barbarians, and the titles they are granted at each stage of their progress, are as follows:

Rank / Number of Barbarian Disciplines 1	Barbarian Title Whelp
2	Scree Stalker
3	Snow Hound
4	Ice Dancer
5	Survivor (you begin at
	this Rank)
6	Ig'snar
7	V'raan
8	Taker
9	Bloodspiller
10	Deathgiver

Pick your Disciplines from the following list.

Blood of Ice

An Ice Barbarian is mentally very tough and possesses a formidable physical constitution that is highly resistant to infection. This Discipline permits a Bonus to be gained when testing against diseases and poisons.

If you choose this skill, write 'Blood of Ice' on your Action Chart.

Bonemaster

Given a day and a carcass of an animal that is comparable in size to a sheep, or larger, Ice Barbarians with this skill are capable of fashioning either a sturdy bone weapon or a basic breastplate of bone armour. Consequently, they are rarely found in a situation where they have no personal armour or weapon.

If you choose this skill, write 'Bonemaster' on your Action Chart.

Disguise Trail

It is often easy to follow an enemy over snow-covered terrain. An Ice Barbarian who has perfected this skill is adept at covering his tracks over any terrain, often changing them so as to give the impression that they have been made by a different creature entirely. Even gifted trackers will find it near-impossible to follow an Ice Barbarian in his natural habitat.

If you choose this skill write 'Disguise Trail' on your Action Chart.

Empathy

Ice Barbarians who possess this skill can approach many of Kalte's dangerous beasts with caution and stealth. Further, they can use this Discipline to pacify ferocious animals, either to capture them or to subdue them prior to the kill. They can also discern a creature's true intent.

If you choose this skill, write 'Empathy' on your Action Chart.

Ferocity

The savagery of Ice Barbarians is legendary. So long as they are using bone weapons, Ice Barbarians with the Discipline of Ferocity may add half of their Rank (rounding down) to any damage that they deal to an enemy.

If you choose this skill, write 'Ferocity' on your Action Chart.

Ice Archer

Ice Barbarians can become superb archers. They specialise in being able to hit an enemy on the move, and evading their target before any reprisal can take place. In battle, an Ice Archer Barbarian may always use a bow and then automatically move away from an enemy before he has a chance to retaliate.

If you choose this skill, write 'Ice Archer' on your Action Chart.

Icebound

Ice Barbarians with this skill are perfectly at home in the worst of arctic conditions. They are immune to the effects of cold weather and will never starve in any icy wilderness. Additionally, they are experts in the use of skis and negotiating all types of rough terrain while wearing them, including glacial surfaces, pack ice, fissure fields and mountains (only when travelling in a downward direction).

If you choose this skill, write 'Icebound' on your Action Chart.

Magic Mistrust

Ice Barbarians vehemently distrust magic and all who use it. Those Ice Barbarians who possess this skill are able to detect magicians of all kinds, including healers. They may always add their Rank to the Difficulty of any Test an enemy must succeed at in order to affect them with a spell.

If you choose this skill, write 'Magic Mistrust' on your Action Chart.

Snowsight

With eyes uniquely adapted to screen out ultraviolet light, Ice Barbarians with this skill are able to pick out the slightest movement or the most subtle of shapes when set against an icy background. They also have excellent night vision, with only a 20% impairment of sight in very low light conditions. So long as there is a small light source (the light of the stars for example) and the Ice Barbarian is in his native arctic conditions, he will not require a torch or lantern to see at night. Additionally, he will rarely be surprised by an enemy launching an ambush against him at night.

If you choose this skill, write 'Snowsight' on your Action Chart.

War Scream

Ice Barbarians with this Discipline gain the extraordinary ability to emit a truly bloodcurdling war scream once per adventure. Every enemy within earshot must succeed at a Test with a Difficulty equal to the Ice Barbarian's Rank, or lose 4 points of COMBAT SKILL for the rest of the combat. This Discipline should be exercised with caution when an Ice Barbarian is fighting a combat with allies by his side. The COMBAT SKILL losses that are suffered by his enemy will similarly be inflicted upon any friendly character within its effective range.

If you choose this skill, write 'Warscream' on your Action Chart.

Starting Equipment

The Ice Barbarian of Kalte starts with the following equipment.

Your basic possessions comprise of a suit of thick furs and animal skins. You also have a backpack and a belt.

You may also choose three items from the following list:

Bone Armour (Special Item, grants a +3 bonus to your ENDURANCE) Bow (Weapon) Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Quiver (Special Item, contains 12 arrows) Rope (Backpack Item) Shield (Special Item, grants a +2 Bonus to your COMBAT SKILL) Spear (Weapon)

Combat Skill	Endurance	Rank
Intial Discipl	ines	Bonus Disciplines
1.	6.	
2.	7.	
3.	8.	
4.	9.	
Weapons	Backpack Items (equipment)	Special Items
) 	Notes	

ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

KLOOT SAGE OF CHAMAT

The state of Chaman, located beside the deep waters of the great Tentarias, which divides the two continents of Magnamund, is unique in two very important respects. Firstly, it is the repository of what might arguably be the largest and most wide-ranging collection of knowledge in the world, and secondly, it is home to one of the last two great Goodly non-human civilisations of Magnamund: the Kloon. Closely related to Drodarin Dwarves, yet smaller and - as they would argue themselves - guite a lot brighter, the Kloon are an ancient, wise, considerate and resourceful folk, whose lifestyle and culture are built upon the worship of knowledge and wisdom. They are devoted to accumulating knowledge and the application of it in a practical sense. They are sometimes called 'The Librarians of Magmanund'. The Kloon are known for excavating mines (to extract minerals), building fine houses (as shelters for themselves and their repositories), researching nature (within the political boundary of their lands and often beyond), studying science, memorising stories and fokelore, reciting philosophies, practicing arts and crafts, being adept and trustworthy traders, as well as for their writings which, in total, are enough to fill many hundreds of libraries. Therefore, it will come as no surprise to learn that their foremost adventurers are erudite savants: the Kloon Sages of Chaman.

A Kloon Sage of Chaman, rather than being the member of some heroic order or arcane society, is simply a stereotypical Kloon adventurer, learned in thousands of subjects and willing to share his knowledge with anyone considered deserving of it. Kloon sages do not see themselves as a single, separate profession; they are all of the Kloon race and they are all, without exception, well-read and highly intelligent. If you hail from the Freestate of Chaman, you are simply a 'Kloon'; the words 'Sage' and 'of Chaman' are superfluous.

Kloon Sages are most often found serving as chief librarians, priests, architects, healers or scientists in their homeland and are a truly

meritocratic society. However, with their profound knowledge has come an air of aloofness that many non-Kloons mistake for arrogance. It is true to say that the Kloons do not suffer fools gladly. Their wisdom has gained them some degree of prestige abroad and many travellers come to Chaman – particularly to its capital city of Gleesh – to request, beg for, or hire the counsel of a Kloon Sage with a particular area of expertise. The Kloon are also in great demand as advisors to rulers of other lands,



and they can frequently be encountered exercising their many professions throughout the Stornlands' principal cities.

BEING A KLOON SAGE OF CHAMAN

For the Kloon, adventure means learning and vice versa. Their favourite saying is: 'Knowledge is a never-ending feast', and when it comes to learning, the Kloon have voracious appetites. Many Kloon find true adventure only within the four walls of a book-lined study, where they may discover more excitement, mystery, intrigue and reward than other less-erudite adventurers may find in a lifetime of long journeys and deeds of daring-do. The exploits of a Kloon adventurer are not so much about fighting evil as discovering new and ingenious ways to defeat it. They take particular satisfaction in rebuilding what evil has destroyed and in helping others by imparting knowledge and advice, and inspiring them with their mastery of the High Arts. Their main concern and source of adventuring, however, is the never-ending task of protecting Magnamund's ancient lore from becoming lost or abused. The Kloon's homeland of Chaman and all the wisdom it contains, is under constant threat of destruction by the dark forces of Magnamund. Therefore, naturally, the burden of protecting this invaluable repository falls upon the shoulders of the Kloon Sages. Sadly, it is not uncommon for them to have to sacrifice their lives whilst fulfilling this noble duty.

Kloon Sages are not fighters by any stretch of the imagination. Yet they should not be considered weak or insubstantial. They are a hardy race, not above learning a few combat tricks to keep up their sleeves for when the need arises. Their main strength, however, is their seemingly endless capacity to store facts and figures in their prestigious memories. Kloon Sages do their best to learn everything they can from the world around them, particularly from the accounts of foreign adventurers. When it comes to recreation, there is nothing they prefer doing more than speculating and hypothesising about what they have learned. This unique trait results is an extremely eclectic profession, whose main strength is derived precisely from the variety of their arts and techniques, which manifest themselves as special abilities and bonuses that only the Kloon Sage is capable of acquiring. Besides this endless wealth of applied knowledge, Kloon Sages are particularly known for their creativeness and inventiveness. This often enables them to construct useful devices out of components that non-Kloons would summarily dismiss as scrap or junk.

Apart from their ancient Drodarin deities, some of which they share with the Dwarves of Bor, the principal religion of Chaman is Ishirism. They are devoted followers of the Goddess Ishir whom they, quite rightly, acknowledge with having created them as a unique sentient race. Kloons devote all of their libraries and their scholarly endeavours to Goddess Ishir, and it is common to see Ishir's moon-shaped emblem adorning their buildings, flags, clothing and celebrated in their art. The greatest examples of Kloon Ishirian artistic symbology can be found in the Lycaranium – the Great Library in the centre of their capital city of Gleesh. In many respects, this edifice represents the essence of the Kloon – their devotion to Ishir and their devotion to knowledge.

Most Kloon Sages come from Chaman's scholar class, having been trained for a life of erudition and academia almost from the day that they are born. And a Kloon Sage's training never truly ends until the day they die. They are forever researching and studying, whilst simultaneously developing, perfecting and reassessing what they already know.

COMBAT SKILL, ENDURANCE & WILLPOWER

To find out what your Kloon Sage's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 6 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 6 and 15).

For ENDURANCE, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting ENDURANCE is always numbered between 20 and 29).

For WILLPOWER, you do exactly the same thing, except that you add 10 to the random number you select (so, your starting WILLPOWER is always numbered between 10 and 19).

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

KLOON SAGE DISCIPLINES

You begin the game as a Scholar. While you have a long way to go before you can consider yourself to be a Arch-Chief, you are not an absolute beginner either, as your five Kloon Sage Disciplines show. The Ranks of the Kloon Sages, and the titles they are granted at each stage of their progress, are shown here:

Rank / Number of Sage Disciplines	Sage Title
1	Pupil
2	Student
3	Savant
4	Major Savant
5	Scholar (you begin at this
	Rank)
6	Major Scholar
7	Tutor
8	Sage
9	Lore Master
10	High Lore Master

Pick your Disciplines from the following list.

Battle Wisdom

The Kloon Sage with this skill has studied the art of war in great depth and can now apply his research to a more practical purpose. Gain +2 to COMBAT SKILL immediately. This will last for the duration of the combat. You may also begin to wear conventional armour.

If you choose this skill, write 'Battle Wisdom' on your Action Chart.

Comrade Wisdom

The Kloon Sage who possesses this skill truly loves to learn and will readily pick up new skills and knowledge from friends and allies. When this Discipline is chosen, you may immediately choose any one Discipline used by another player who is playing a different class. You may now use this Discipline as if it were your own. You may select this Discipline a total of 3 times, each additional time choosing another Discipline that is owned by another player.

If you choose this skill, write 'Comrade Wisdom in _____' on your Action Chart.

Dedicated Learning

The Kloon Sage with this skill has focussed on one specific area of endeavour, be it a field of knowledge or a specific profession. Whenever dealing with any matters related to this knowledge or profession, the Kloon Sage may always add his Rank. This Discipline may be taken 5 times, each additional time in relation to a different field of knowledge or profession.

If you choose this skill, write 'Dedicated Learning in _____' on your Action Chart.

Scholarly Lore

The best-known characteristic of Kloon Sages is their ability to answer virtually any question posed to them. Whatever the nature of any given piece of specific knowledge, Kloon Sages with this skill have a high probability of having studied the subject at hand, or at least they will have heard about it at some point during their career.

If you choose this skill, write 'Scholarly Lore' on your Action Chart.

Starting Equipment

The Kloon Sage of Chaman starts with the following equipment.

Your basic possessions comprise of the crimson velvet robes of a Kloon Sage. You also have a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 20. The number you choose equals the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

You may also choose two items from the following list:

Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Rope (Backpack Item) Short Sword (Weapon) Sunrod (Special Item) Vial of Antitoxin (Special Item)

Note: the Kloon Sage of Chaman may not wear any type of conventional armour until he possesses the Discipline of Battle Wisdom, nor may he use a traditional shield.

Combat Skill Er	Idurance Wi	llpower	Rank
Intial Discipl	ines	Bonus Di	sciplines
1.	6.		
2.	7.		
3.	8.		
4.	9.		
5.	10.		
Weapons	Backpack Iter (equipment)	ns	Special Items
	Notes		

ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

Knight of the White Mountain

The order of the Knights of the White Mountain was created to help the expansion of Ulnarian civilisation across the North-eastern peninsula that would later become the Kingdom of Durenor. Soon after the peninsula of Durenor was first cleared of Cloasian and Wildlands bandits, some bandit groups persistently launched raids across the Rymerift for several years following the Ulnarian occupation of the Durenese peninsula.

The Knights of the White Mountain constitute the elite warriors of Durenor. All of the noble families of Durenor wish for at least one of their sons, or possibly daughters, to be accepted into their ranks. Not all are successful. Joining the Knights of the White Mountain is a difficult achievement; one has to earn it and the requirements in terms of probity are high. Nevertheless, most noble and exceptional commoner families will try their luck, especially those with several male children. For a large, high-born family not to succeed in placing at least one of their children into the Knights of the White Mountain is regarded as a huge disappointment. It will also result in a minor fall from grace in Durenese high society.

There are basically three types of Knights of the White Mountain: the Mountains, the Skies and the Stars.

The Mountains – These knights are specialists in defence and protection. In a land where peace is highly valued, the Mountains (as they are commonly known) are not overly aggressive warriors. They are stalwart and formidable defenders, and it is very difficult to wound them in battle. They are masters of armour and shield. They will perhaps land a blow upon their enemies less often than the Skies and the Stars but their enemies will have difficulty slaying them in battle.



Mountains are traditionally related to the defence of Tarnalin and Port Bax. The importance of Tarnalin is that it is a direct way through to the capital – Hammerdal – by way of the road that leads across the northern Wildlands. The significance of Port Bax is that this is the first mainland Durenese city that stands in the way of potential invaders from the Darklands and the northern Wildlands. Although Port Bax is not a mountain site, it is considered by the Durenese to be the 'Gateway to the Mountains.'



The Skies – These are Ranger-Knights. Like the unrestricted view one has in a wide open sky, so those Knights who follow this devotion see all and, as a consequence, their role is of great importance. They are the sentinels, tasked with warning the Mountains of dangers to come. They play a vital role as, without their forewarning, the Mountains would not be ready to protect the realm from enemy assault. The Skies consider their skills to be undervalued by the Mountains, because of the haughty attitude of the Mountains towards the Skies.

Skies are traditionally related to Weidon, Lof and Trelsk. Weidon is the least used of the three tunnels through the Hammerdal Range and it is the one that most Durenese consider to be of least importance. Yet it permits access from Hammerdal to the largest part of the realm. Skies maintain that this is where they are the most needed, although Mountains would contend this view as they consider the gravest threat to national security is likely to emerge from the Wildlands. The Skies apply the same reasoning to Lof and Trelsk, perhaps even more so. Lof and Trelsk are coastal cities surrounded by a large expanse of sea and plain. They are located upon the edge of the Kaltersee. There have been occasions when the combined forces of the Durenese Navy and the Skies of Durenor have thwarted Ice Barbarian attacks before they have been able to penetrate into the Durenon Plain and the hinterlands.

The Stars – These are the officer class. They are the most powerful and the most venerated of the Knights of the White Mountain and they are also the most effective in times of war.

Stars are traditionally related to Calencut, Blave and Ryme. Calencut is the tunnel located between Tarnalin and Weidon. Ryme is related to the Stars by way of the fact that it is the Durenese city that has most often been attacked by foreign enemies – most typically Cloasian bandits, Vassagonian raiders and Lakuri pirates. Consequently, the defenders of Ryme have, over the passing years, become more watchful and militarised than the citizens and defenders of other Durenese towns and cities. Because of its location, Ryme controls sea traffic through the Rymerift that originates in the Kuri Sea. It exacts taxes from passing ships that use the strait, and these taxes provide an important source of revenue to the Durenese Crown. They also provide financial security for the Stars.

Knights of the White Mountain possess strength of character that is legendary, as is their efficiency and trustworthiness. However, they are also known to be remarkably dour and unemotional and their steadfast honesty is usually accompanied by a mirthless disposition. Life is not particularly glamorous for a Knight of the White Mountain and they often adopt a too-professional approach to their admittedly weighty responsibilities.

The city of Blave, and its surrounding provinces, is the principal military training centre for Knights of the White Mountain. This is where they receive training in warfare in forest and grassland environments. It is home to the Durenese cavalry regiments. There are also training grounds for the Knights in Hammerdal, and this is where they are stationed while they perfect their mountain warfare techniques.

Following completion of their training, Knights of the White Mountain operate mostly on the rim of Durenese civilisation. They have little contact with society in the execution of their duties, except for when they are allowed home on leave or when they are travelling across the peninsula on army business. They have the hard and dangerous job of watching the borders between Durenor and the Wildlands, which obliges them to spend long hours in isolation at wilderness outposts and military encampments. Except in time of war, Knights of the White Mountain generally operate alone or in pairs, although every so often it is possible to encounter a unit of them riding or training together. Some Knights may be encountered in joint command of a company of Sommlending warriors, or in full command of a regiment of Stornlands mercenaries. Despite the spartan discipline of their everyday life. Knights of the White Mountain are treated with utmost respect and supplied with excellent equipment and provisions by the Durenese King and his subjects. They are all too aware of their Knights' inestimable duty to maintain the prosperity and might of the Kingdom of Durenor by keeping its borders and byways free from incursion.

Being a Knight of the White Mountain

For a Knight of the White Mountain there is no 'adventure,' only duty. The most thrilling escapade is viewed in a very pragmatic way as just another task to be done, just another obligation of duty to fulfil. Knights of the White Mountain do not adventure for any reason other than their assigned mission, unless it is by chance. Of course, since their assigned mission is to thwart and hunt down any bandits or criminals attempting to invade or operate inside their land, they have plenty of opportunities to go out on perilous quests. Besides, Knights of the White Mountain find unexpected adventure much more frequently than it would seem, since their official duties, and even their routine travels, make it a necessity for them to pass through some of the most lawless territories in Northern Magnamund.

Knights of the White Mountain are soldiers first and foremost. The harsh environments in which they operate, and their formidable training, give them a resilience and a strength of will that borders upon the super-human. They are always ready to fight, although they seldom consider fighting to be 'fun' or 'exciting'. Their minds are strong enough to resist most magical and psychic attacks, yet they do not feel overly proud of their power. Their training is thorough and exacting and is designed to make them supremely suited to defending their country. They assume this duty with a sense of professional pride that is shared by no other class in Magnamund, with possibly the notable exception of the Kai Lords of Sommerlund.

Knights of the White Mountain are very pious individuals. They attribute most of what happens to the will of the Gods, and observe strict religious rites for a number of their everyday activities. Despite their firm beliefs and devout lifestyle they rarely proselytise, as they consider a man's chosen faith to be his own affair. Their job is not to convert but to protect.

Knights of the White Mountain count many highborn nobles among their ranks. This has little bearing within the order since all members are treated as nobility by Durenese law. Yet it is true to say that the respect that is conferred upon the Knights of the White Mountain is what attracts many low-born peasants to aspire to joining their ranks. After a young man (typically, although not exclusively a young man) is admitted into the order, he must go through many months of rigorous exercise and training before he is deemed ready to serve. Inexperienced Knights of the White Mountain are assigned to low-risk, generally easier tasks, although they are coached to face them with utmost gravitas and sober responsibility. As a Knight of the White Mountain advances through the ranks of the order and proves himself worthy of higher commissions, so gradually he is given harder and more perilous tasks. He also receives a greater degree of respect and recognition among his peers as a consequence.

COMBAT SKILL & ENDURANCE

To find out what your Knight's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 12 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 12 and 21).

For ENDURANCE, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting ENDURANCE is always numbered between 20 and 29).

Once you have determined what your COMBAT SKILL and ENDURANCE scores are, enter them on your Action Chart.

What Kind of a Knight are You?

You may now choose which type of Knight of the White Mountain you wish to become. Initially, you are only able to become either one of the Mountains or one of the Skies. Only when you reach Level 8 (Knight Valiant) can you become one of the Stars, for these comprise the officer class of the Order, and Knight Valiant is the first of the officer-level rankings.

By choosing which type of Knight of the White Mountain you wish to become, you will modify your initial COMBAT SKILL and ENDURANCE scores as follows:

Mountains

-1 deduction from your COMBAT SKILL +3 bonus to your ENDURANCE

Skies

+1 bonus to your COMBAT SKILL

-3 deduction from your ENDURANCE

You cannot change your type once you have made your choice. Upon reaching Level 8 (Knight Valiant), you will receive a promotion and become an officer in the Order. You will then be transferred to the Stars and you will receive the following additional modifiers to your COMBAT SKILL and ENDURANCE scores.

Stars

+1 bonus to your combat skill

+3 bonus to your ENDURANCE

Knight of the White Mountain Disciplines

You begin the game as a Knight Protector. While you have a long way to go before you can consider yourself to be a Knight Commander, you are not an absolute beginner either, as your five Knight Disciplines show. The Ranks of the Knights of the White Mountain, and the titles they are granted at each stage of their progress, are shown here:
Rank / Number of Knight Disciplines	Knight Title
1	Ward
2	Esquire
3	Knight Brother
4	Knight Soldier
5	Knight Protector (you
	begin at this Rank)
6	Knight Vigilant
7	Knight of Courage
8	Knight Valiant
9	Knight of Honour
10	Knight Royal

Pick your Disciplines from the following list.

Pledge of Allegiance

A Knight of the White Mountain who possesses this Discipline has pledged his labour and his life to maintaining the security of Durenor. Whenever a Knight of the White Mountain is assigned a military task, or a posting to a borderland outpost, he is made to swear an oath to never abandon it. Consequently, the Knight gains a +2 bonus to COMBAT SKILL whenever he fights Darkspawn.

If you choose this skill, write 'Pledge of Allegiance' on your Action Chart.

Pledge of Arms

A Knight of the White Mountain who possesses this Discipline has achieved a significant degree of expertise with one of his order's most-favoured weapons. Whenever wielding the weapon of his choice (broadsword, lance, spear or sword), he gains a +2 bonus to his COMBAT SKILL.

If you choose this skill, write 'Pledge of Arms _____' on your Action Chart.

Pledge of Comradeship

A Knight of the White Mountain who possesses this Discipline will establish a special rapport with his fellow Knights. For every Knight of the White Mountain involved in the same combat as him, he will gain a +1 bonus to his COMBAT SKILL (up to a maximum of +4).

If you choose this skill, write 'Pledge of Comradeship' on your Action Chart.

Pledge of Devotion

Besides protecting the realm from threats originating from beyond its borders, a Knight of the White Mountain is also committed to maintaining the strength and purity of his soul. All ordained members of the class must swear to follow an austere and spiritual lifestyle. Whenever the Knight takes damage from a magical or psychic source, he will suffer only half of the damage received (rounding up) if it is to be deducted from his ENDURANCE.

If you choose this skill, write 'Pledge of Devotion' on your Action Chart.

Pledge of Glory

Though he would be reluctant to admit it, the quest for greater glory is a major driving force in every Knight of the White Mountain. Once per adventure, the Knight may automatically choose a '9' when he must pick a random number while attacking an enemy in combat.

If you choose this skill, write 'Pledge of Glory' on your Action Chart.

Pledge of Lordship

This Discipline may only be selected when the Knight becomes a Knight Royal. Upon attaining this exemplary rank, a Knight of the White Mountain earns a reward from the King himself. He immediately receives a deed granting him landowner rights to a small estate and a stronghold (usually a fortified chateau or small castle) within the boundary of his estate. This stronghold becomes the Knight's home and his base of operations whenever he resides in Durenor. He will also receive a stipend of 50 Gold Crowns at the end of every successful adventure.

If you choose this skill, write 'Pledge of Lordship' on your Action Chart.

Pledge of Mental Fortitude

All Knights of the White Mountain have tremendous strength of character and a high innate resistance to magical and psychic attacks. Upon taking this Discipline, a Knight immediately gains a WILLPOWER score – pick a random number and add 5 to the result. Whenever a Knight takes damage from a magical or psychic source, he may instead elect to deduct it from his WILLPOWER rather than his ENDURANCE.

If you choose this skill, write 'Pledge of Mental Fortitude' on your Action Chart.

Pledge of the Mount

A Knight of the White Mountain who possesses this Discipline becomes an expert horse rider, and is also skilled in the handling of all other types of mounts (excluding winged mounts). Whether it is in aiding them in the negotiation of difficult terrain, or calming them when they are startled, the Knight develops a powerful empathy and bond with all such creatures.

If you choose this skill, write 'Pledge of the Mount' on your Action Chart.

Pledge of Nature

Knights of the White Mountain have a special affinity with the Herbwardens of Bautar. These Bautarian masters of herbcraft share many of the skills that his native Durenese Herbwardens possess. Whenever a Herbwarden of Bautar is involved in the same combat as him (and is on his side), he will gain a +5 bonus to his ENDURANCE. This can be added to the Knight's ENDURANCE points total at any stage of the combat, including at any point at which his score falls to zero or less, thereby saving him from death.

If you choose this skill, write 'Pledge of Nature' on your Action Chart.

Pledge of Nobility

It is the mark of a true and noble knight that he is willing to sacrifice himself for the protection of those who are of a lower social standing. Whenever the Knight is engaged in a combat that directly involves him in the defence of common-born folk (that is, common-folk who are under threat on the battlefield and are directly in harm's way), or those of a lower military rank in the Durenese army, or in the armies of its allies, then the Knight may carry on fighting for three rounds after he has been reduced to zero ENDURANCE. He may be healed during this extended period of time,but only after the three rounds are completed will he die if his ENDURANCE remains at zero of lower.

If you choose this skill write 'Pledge of Nobility' on your Action Chart.

Pledge of Truth

Arguably the most important of all the Knight of the White Mountain pledges, the Pledge of Truth requires the Knight to be unwaveringly honest and sincere in all his dealings with others, and in all verbal statements that he makes. All members of the Order must swear an oath to never speak a lie, whether it be for their own good or ill or for the good or ill of others. Upon taking this oath, the Knight becomes adept at identifying lies and falsehoods in others.

If you choose this skill, write 'Pledge of Truth' on your Action Chart.

Starting Equipment

The Knight of the White Mountain starts with the following equipment.

Your basic possessions comprise of the uniform of the Knights of the White Mountain and Full Plate Armour (Special Item, adds 8 to your ENDURANCE). You also have a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 30. The number you choose equals the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

If you have Pledge of Arms, you will also start with the specific weapon that you selected for the Discipline.

You may also choose one item from the following list:

Broadsword (Weapon) Lance (Weapon) Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Rope (Backpack Item) Shield (Special Item, grants a +2 Bonus to your COMBAT SKILL) Spear (Weapon) Sword (Weapon)

Combat Skill End	lurance Willpower	Rank
0		Туре
Intial Disci	plines	Bonus Disciplines
1.	6.	
2.	7.	
3.	8.	
4.	9.	
5.	10.	
Weapons	Backpack Items (equipment)	Special Items
)	Notes	
;		

ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

Magician of Dessi

While magical orders like the Brotherhood of the Crystal Star have imprinted their will upon the forces of magic and harnessed these arcane energies through the disciplined use of spells and incantations, the Magicians of Dessi have no need to indulge in such conceits. They are descended from the Elder Magi, the first goodly magicians to ever set foot upon the world of Magnamund. The Elder Magi themselves are in decline but their descendants have risen to the fore and are equipped in mind and body to wield the arcane gifts they have inherited from their illustrious forefathers.

Magicians of Dessi have access to a great source of power, a power much coveted by other less-able sorcerers of Magnamund. They must maintain their vigilance against those who would seek to capture them and either trick or force them to divulge their precious secrets. The Darklands are an especially dangerous territory for them to venture near, as the Darklords of Helgedad have the power to consume them entirely and extract their knowledge to further their evil cause. No Magician of Dessi would ever willingly enter the Darklands or traffic with Nadziranim, the practitioners of evil magic who assist the Darklords and strive to help them conquer and despoil all of Magnamund.

Many long years of study are required for Brothers of the Crystal Star to acquire and master their magical arts, yet the Magicians of Dessi are born with their innate sorcerous power and need only learn how to control and channel it to optimum effect. Willpower, not intellect, governs their abilities and while the descendants of the Elder Magi may not be able to kill themselves in the course of wielding their magic, in the way that a careless Brother of the Crystal Star may do (albeit inadvertently), expending too much of their natural arcane energy at any one time can leave them spiritually drained and physically exhausted. It is at times like this that a Magician of Dessi becomes especially vulnerable; a sitting target for those who would seek to capture him and steal his precious secrets.



BEING A MAGICIAN OF DE881

The wise and learned High Council of Dessi – the Magi Regnanti – knows all too well that their abilities can only be taught to a certain level of expertise and understanding. Beyond this point, the recipient of their training must journey alone on a path of enlightenment and self-discovery in order to further improve his magical talents. To this end, Magicians of Dessi often travel far from their jungle homeland and venture deep into the furthest reaches of Magnamund in search of epic adventures and encounters that will augment and enhance their powers.

The Magicians of Dessi are, as a consequence of their ancestry, a secretive, mysterious and enigmatic breed. They are often given to talking in riddles. Their cryptic conversations result from their training, much of which is of a very esoteric nature. When a Magician of Dessi is in the company of trusted friends and compatriots, much of this obfuscation falls away and he becomes very approachable and convivial. Such times are rare occurrences when he ventures beyond the fertile borders of his homeland, for he must constantly be on his guard against agents of the Darklords.

The Elder Magi command great love and devotion from the people of Dessi. Yet it is apparent to all that their powers are waning and a new age is fast approaching when they will disappear entirely from the face of Magnamund. The younger generations of Dessi are now stepping forward to pick up the legacy that their illustrious forebears are leaving for them. Centuries earlier, when the power of the Elder Magi was not in such evident decline, they were widely revered as demi-gods amongst men. But now their powers have faded to the point where they can no longer provide an effective check against the rising might of evil practitioners of magic and corrupted nature, such as the Nadziranim of the Darklands and the Cener Druids of Ruel.

The Magicians of Dessi are the rightful heirs to the Elder Magi but they are young and unseasoned. They have yet to be pitted in direct conflict against Dark God Naar's champions of evil. They have been born with innate powers but they can only develop these natural abilities to their fullest potential by spending many long and perilous years away from their beloved homeland. Keeping these innate powers in check during their adventures abroad can pose a unique set of problems for a Magician of Dessi. It is vital that they learn how not to release the full might of their magic by accident and this can only be achieved by the force of their willpower. Development of this mental strength is often achieved at great cost to their physical stamina and wellbeing. COMBAT SKILL, ENDURANCE & WILLPOWER

To find out what your Magician of Dessi's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 5 to this number and the resulting total will be your initial COMBAT SKILL (so, COMBAT SKILL will always be numbered between 5 and 14).

For ENDURANCE, you do exactly the same thing, except that you add 16 to the random number you select (so, your starting ENDURANCE is always a number between 16 and 25).

Likewise for WILLPOWER, except that you add 20 to the random number you select in this instance (so, your starting WILLPOWER is always a number between 20 and 29).

Once you have determined what your initial COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

MAGICIAN OF DESSI DISCIPLINES

You begin the game as a Magician. While you still have a long way to go before you can consider yourself to be a Grand Magi, you are not an absolute beginner either, as your five Magician of Dessi Disciplines show. The Ranks of the Magicians of Dessi, and the titles they are granted at each stage of progress, are shown here:

Rank / Number of Magician Disciplines	Magician Title
1	Cadet
2	Apprentice
3	Sorcetti
4	Alumni
5	Magician (you begin at
	this Rank)
6	Journeymage
7	Validicti
8	Auguri
9	Omnimancer
10	Maginatus

Pick your Disciplines from the following list:

Alchemy

This is almost a scientific discipline rather than a magical art but it does require the exertion of magical will to cause the effects that it is capable of creating. Once per adventure, the Magician of Dessi can create a potent potion. It will restore either 8 points of ENDURANCE or 8 points of WILLPOWER to whoever drinks it.

The potion need not be drunk all at once and as little as one point of WILLPOWER or ENDURANCE may be restored. However, the total points restored from one potion may not exceed 8.

If you choose this skill, write 'Alchemy' on your Action Chart.

Contramagic

This Discipline is the Magician's primary and most effective means of countering the magical threats of others.

When an enemy sorcerer casts a spell, you can immediately use Contramagic by choosing an amount of WILLPOWER to cross off your Action Chart – your enemy will do the same as he starts to direct more power to his spell in order to overcome your Conramagic. Both you and your enemy must then use the Random Number Table, adding the number of WILLPOWER points you each crossed off. If you succeed in scoring higher, the enemy's spell is completely nullified and will cease to function. If not, it will work as intended.

You may find that Contramagic will not work against some extremely skilled spell-users, or the magical effects created by ancient artefacts, as they may simply be too powerful for your Contramagic to negate. The Games Master will inform you if this is the case.

If you choose this skill, write 'Contramagic' on your Action Chart.

Elementalism

This magical art summons aid from the elemental forces present in the world of Magnamund. Unfortunately for the Magician, there is never any guarantee as to the form such help will take.

The Magician may choose whether he receives help from an Earth, Water, Air or Fire Spirit after deducting 4 points of WILLPOWER. However, the nature of that help is strictly for the Games Master to decide. A Water Spirit may drag an enemy underwater or cause a boat to veer off course, while a Fire Spirit may cause an enemy's clothing to ignite or help fan a fire that is gutting a house. An Earth Spirit may cause a landslide to bury an enemy or cause the ground to transform into sticky mud, while an Air Spirit may blow an object out of someone's hands or cause a clap of thunder to startle and deafen an enemy.

If you choose this skill, write 'Elementalism' on your Action Chart.

Enchantment

These magical manifestations bind the thoughts and will of an opponent, causing them to act in a specific way or hallucinate and see illusions placed directly in their minds by the Magician.

A Magician of Dessi who possesses the Discipline of Enchantment can cause an enemy to perform an action, or see a specific illusion. This costs a number of WILLPOWER equal to half the enemy's current COMBAT SKILL and it will last for one combat round only.

If you choose this skill, write 'Enchantment' on your Action Chart.

Evocation

This spell draws upon a Magician's innate arcane energy and it is a potent weapon, allowing him to hurl bolts of sorcerous fire at his enemies.

Evocation costs 1 point of WILLPOWER to fire one bolt of destructive energy at an enemy and is done in exactly the same way as firing a bow (see p20 of the core rulebook). However, a Magician can elect to feed more WILLPOWER into the spell, to either launch multiple bolts simultaneously, or to make a single bolt more powerful.

If you decide to increase the effect of this spell, choose how many extra points of WILLPOWER you want to expend and cross then off your Action Chart. When consulting the Combat Results Table, multiply the damage your enemy takes by the number of **additional** WILLPOWER points you have used.

If you choose this skill, write 'Evocation' on your Action Chart.

Prophecy

Use of this ability places the Magician in direct contact with the ebb and flow of the future. However, Prophecy can be the most challenging and confusing of all the Elder spells. No Magician can be said to have truly mastered Prophecy but it can still be a valuable talent even though its full potential remains untapped at this level of expertise.

At the cost of 1 point of WILLPOWER, a Magician can tell whether an intended course of action will likely result in being favourable or unfavourable for him. At the cost of 4 points of WILLPOWER, the Magician can mentally picture a location that is well-known to him personally and will see events that are occurring there at this precise moment in time, no matter how far away geographically he may be. Only a vision of the events will be observed; he will not be able to hear, smell, taste or touch anything that is occurring at his chosen target destination.

If you choose this skill, write 'Prophecy' on your Action Chart.

Psychomancy

A Magician of Dessi using this ability can discern facts about an object and, in some cases, glimpse significant moments in its history. To do so, he must handle the object whilst in a meditative trance. The results of using this power can often be cryptic in nature and there is an inherent risk that they may be misinterpreted or misunderstood by the Magician. As a general guideline, use of this spell increases in accuracy when the Magician attempts to learn very specific information from the object. If his enquiry is vague, ambiguous or too wide-ranging, then the chances of acquiring useful information will be greatly diminished.

At the cost of 4 points of WILLPOWER, the Magician can ask the Games Master questions about an object that he is holding – its properties, its special significance and its past history. The Games Master cannot deliberately mislead but he is encouraged to be as cryptic as possible with his reply!

If you choose this skill, write 'Psychomancy' on your Action Chart.

Sorcery

Through the use of this spell, a Magician of Dessi can bolster his flagging ENDURANCE by transforming his WILLPOWER into physical energy. It can be used at any point in the game, including any time that he is involved in combat. The Magician may deduct any number of WILLPOWER points from his current total. He will then receive two points of ENDURANCE for every one point of WILLPOWER he decides to expend. The resultant ENDURANCE points are added at the start of the following round of play or combat.

If you choose this skill, write 'Sorcery' on your Action Chart.

Mind Block

Some enemies will have an ability to launch attacks using psychic force, i.e. the power of their mind. Similar to the Kai Discipline of Mindshield, the Dessi Discipline of Mind Block will protect you from sustaining damage when subjected to psychic attack. Additionally, it makes you immune to any form of illusion or mind control.

If you choose this skill write 'Mind Block' on your Action Chart.

Staff of Dessi

The sorcerous staves of the Dessi are very rare and powerful magical items. Whenever a Magician of Dessi engages in combat using his staff, he may choose to expend any or all of his WILLPOWER points. Every time he does this, the damage he deals on his next attack is multiplied by the number of WILLPOWER points he has decided to use. He may do this in every round of a combat, just so long as he possesses WILLPOWER points enough to power the use of this spell.

In addition, for the cost of 1 point of WILLPOWER, the Magician of Dessi may cause his staff to shine. The illumination will be equivalent to that of a lantern and will last for one hour or until the Magician of Dessi cancels the spell.

If you choose this skill, write 'Staff of Dessi' on your Action Chart.

Starting Equipment

The Magician of Dessi starts with the following equipment.

Your basic possessions comprise of the fine woollen and silk robes of the Magicians of Dessi. You also have a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 10. The number you choose equals the number of Gold Crowns you possess. (note this number in the Belt Pouch section of your Action Chart)

You may also choose two items from the following list:

Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Rope (Backpack Item) Short Sword (Weapon)

Note: a Magician of Dessi may not wear any traditional piece of body armour, nor may he use a regular combat shield.

Combat Skill	Endurance W	lillpower	Rank
Intial Disci	6.	Bonus	Disciplines
2.	7.		
3.	8.		
4. 5.	9. 10		
Weapons	Backpack Ite (equipmen	t)	Special Items
	Notes		

ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

BUCCATIEER OF SHADAKI

People from the Kingdom of Shadaki are seldom trusted, rarely welcomed outside of their borders and never taken for granted. On countless occasions during their long and chequered history, Shadaki has given rise to powerful and ruthless tyrants who have waged war against their neighbours, only to be defeated and forced back behind their borders. And yet, each time this occurs, the rulers of Shadaki recover to become ever-more powerful. Many nations believe that it is only a matter of time before yet another manifestation of evil appears in Shadaki and sweeps forth from this shadowy coastal realm to threaten the peace of Magnamund anew.

For all of their sinister reputation, the vast majority of Shadakine are not the monsters that history paints them to be. Most are just normal folk trying to survive in a nation dominated by a corrupting combination of fabulous wealth and unbridled power. While the rulers of Shadaki are unmistakably, and by any definition, dictators, the common people of the land are no more or less evil than the citizens of any other country. This disparity is made quite clear in the two different kinds of Shadakine sailors who ply their trade upon the southern seas.

For the most part, the Buccaneers of Shadaki are honest seafarers, catching the breeze and working their coastal waters in search of fair trade and innocent adventure. However, there are those among them who are cruel, black-hearted brigands, with ships outfitted especially for the plundering of merchantmen. Many are the grim tales of their wanton, insatiable thirst for blood and swift profit on the High Seas. Oftentimes, both of these disparate groups rail against one other, with the honest majority of Shadakine seafarers keeping the excesses of their loathsome pirate brethren in check, albeit with difficulty. For this is an unsteady balance and frequently the pendulum of fortune swings in favour of the pirates. During these bad times, the merchantmen from many nations fall victim to their predatory raids. There are fewer sights upon the southern seas that are more likely to strike terror into the hearts of those voyaging aboard a cargo-laden merchant ship than a flurry of black sails on a shimmering horizon.



It is important to make a clear distinction between Shadaki Buccaneers and regular Shadakine sailors. Everyday sailors (Shadakine or otherwise) are not Buccaneers; they lack the ambition and the daring of this class. While sailors may indeed partake of fighting, brawling and the occasional daring escapade, the Buccaneers throw themselves into all such things with bravado, panache and a not inconsiderable skill. Even on a feared Shadakine pirate vessel there may only be a handful of true Buccaneers aboard. The rank and file of a Shadakine ship may be composed of sailors and marine warriors but it is an almost certainty that its captain will be a true and formidable Buccaneer.

BEING A BUCCANEER OF SHADAKI

A Shadakine Buccaneer's life is all about adventure. From his first days as a young sea dog, or a foundling kidnapped during a port or sea raid, to his years spent as a member of a cut-throat crew, to his later glories as captain of his own ship, a Buccaneer celebrates each day as if it were his last. Living on the High Seas under the constant shadow of the cutlass, a Shadakine Buccaneer captain soon gets accustomed to living his life to the full. Yet, this persistent shadow is not a burden to a true sailor, for it is the vulnerability of his existence that defines and accentuates his universe. A murderous stroke of a pirate's blade or the roar of a thunderous sea storm might be the last thing on Magnamund that this Buccaneer experiences, so it is up to him to make sure that everything he does before that final fatal moment is as passionate and as enjoyable as possible.

Three things stand out about a Buccaneer's life – hard work, hard fighting and hard playing. The first might be surprising, as a strong work ethic is not exactly the virtue that one would readily ascribe to someone who prowls the seas looking for cargo to snatch or rival pirates to slay. But the truth is that life aboard a pirate ship is far from easy. When storm or battle erupts, everyone must do their part if they are to have any hope of pulling through and surviving the situation. Even a ship's captain is not above throwing his back into whatever needs doing, especially if his crew require a strong example of his leadership to rouse their weary spirits and strengthen their flagging loyalty.

Hard fighting is, of course, a given fact. Few opposing crews will willingly surrender their vessels when faced with the prospect of being slaughtered upon their decks, or seized and hurled to a watery doom. Cornered rats fight fiercely, and so do the meekest of sailors when bloodthirsty Buccaneers run up alongside and then come swarming aboard. As for hard playing, it is true that the lifestyle of a pirate does afford certain occasional pleasures, especially when the bounty has been plentiful and the next port of call is certain to be a hospitable one. Drinking, dancing, and cavorting are all part and parcel of the joys of pirate life. Play today, bleed tomorrow and pray to a kindly God that your bleeding will cease and you will live to play once more!

Despite the grim reputation of the kingdom of Shadaki, not all of the Buccaneers that hail from this realm are irredeemably evil. Some are desperate men who have been dealt a poor hand in the game of life and have nothing much left to live for. Their choices are often few and ill-favoured. Others may be smitten with wanderlust and enamoured of the glory of being part of a successful pirate crew. They are lured by the promise of riches and adventure but often they will draw the line and retreat from crossing it when put to the ultimate test. Many Buccaneers are happy to simply raid and disable merchantmen, leaving their crews poorer but alive and unable to pursue them as they make good their escape. The defining line between what is right and what is wrong is often blurred. Only one thing is for certain: goodly Buccaneers are those who truly uphold and respect the code of the High Seas.

Whilst at sea, with every aspect of a ship under your immediate and direct control, it is easy to feel like a God. This feeling instils many Buccaneer captains with a belief that the control of their ultimate destiny can also be taken firmly in their own hands. Consequently, it is not uncommon for captains, who may previously have been men of religious conviction, to undergo a crisis of faith during the countless weeks and months spent far out at sea. In stark contrast, most ship's crews are deeply religious. Appeasing the Gods of the ocean and the skies to ensure safe passage and favourable winds become important to most crewmen, sometimes obsessively so. Woe betide a captain who does not indulge his crew and their rituals, for few things can incite a crew to mutiny quicker than a captain who mocks their Gods and, by so doing, recklessly endangers their lives.

Buccaneers of Shadaki come from all walks of Shadakine life. Many are orphans for whom the ship and crew become a surrogate home and family. Yet just as many originate from working and well-to-do family backgrounds. These Buccaneers are most likely the ones who have made a conscious decision to pursue a life on the ocean waves for adventure and glory. But no matter what their personal backgrounds may have been, they usually have one thing in common: a deep and abiding love for the might, and the majesty of the open ocean.

COMBAT SKILL & ENDURANCE

To find out what your Buccaneer of Shadaki COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 10 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 10 and 19).

For ENDURANCE, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting ENDURANCE is always numbered between 20 and 29).

Once you have determined what your COMBAT SKILL and ENDURANCE scores are, enter them on your Action Chart.

BUCCATEER OF SHADAKI DISCIPLITES

You begin the game as a Buccaneer. While you have a long way to go before you can consider yourself to be a Pirate King, you are not an absolute beginner either, as your five Buccaneer Disciplines show. The Ranks of the Buccaneers of Shadaki, and the titles they are granted at each stage of their progress, are shown here:

Rank / Number of Buccaneer Disciplines	Buccaneer Title
1	Sea Dog
2	Coastal Corsair
3	Brigand
4	Pirate
5	Buccaneer (you begin at
	this Rank)
6	Sea Rover
7	Sea Wolf
8	Sea Reaver
9	High Seas Marauder
10	Buccaneer Captain

Pick your Disciplines from the following list:

Blood Tempest

The Buccaneers of Shadaki generally prefer to eschew the use of shields, as these can be burdensome to carry during ship-to-ship boarding actions. Over the years, this decision to do away with traditional shields has prompted them to adopt an aggressive style of close blade fighting, which favours the

use of two weapons simultaneously. A Buccaneer carrying two weapons may make two attacks every combat round against his chosen enemy.

If you choose this skill, write 'Blood Tempest' on your Action Chart.

Deadly Edge

Deck-board combats are fast and furious affairs, and battles can often turn in favour of the man with the sharpest blade, or so the old Shadakine sea shanties would lead us to believe. Hours spent honing blades to razor-sharpness, strengthening hilts and shaping pommels, can often make a vital difference when a Buccaneer finds himself in the thick of battle. Weaponcraft is a highly regarded talent and a Buccaneer who possesses the skill of Deadly Edge will be assured of commanding the respect of his less-talented shipmates.

If you decide to pick this skill, you may designate one specific edged weapon in your possession that will benefit from hours of work spent honing it to perfection. Whenever you use this designated weapon, you will gain a +2 bonus to your COMBAT SKILL.

If you choose this skill, write 'Deadly Edge _____' on your Action Chart.

Evasion

The physical agility of a Buccaneer of Shadaki is maintained by a rigorous daily regimen of exercise and exertion. Strength and suppleness are vital attributes when engaged in shipboard combats. The fortunes of war can turn far quicker than any spring tide, and the ability to extricate oneself from a sticky combat situation can mean the difference between life and death. A Buccaneer who possesses this Discipline can always attempt to flee from a battle that turns against him.

If you choose this skill, write 'Evasion' on your Action Chart.

Golden Eye

Even the most cunning of merchant captains cannot hide or disguise their most precious valuables from the keen eye of a Buccaneer who possesses this skill. He can often pick out subtle clues and minor details that will open the way to finding a stash of hidden booty. Buccaneers with a Golden Eye are said to be able to cast their gaze upon a harbour full of ships and know instinctively which one carries the most valuable cargo. They have an instinct for profitable adventuring, and they can also spot a real gem among a treasure chest overflowing with fakes. If you choose this skill, write 'Golden Eye' on your Action Chart.

Pirate's Luck

Physical strength and mental agility are highly desirable attributes for a Buccaneer to possess but most would forego them in a heartbeat for good old fashioned luck. Buccaneers with this ability can ignore any random number that they choose and select another instead. If the second number chosen is worse than the first, they cannot revert to the first number. This ability can only be used three times during the course of any adventure.

If you choose this skill, write 'Pirate's Luck' on your Action Chart.

Reputation

As the exploits of the Buccaneer spread far and wide, so too does his reputation. This can be both good and bad. While other Buccaneers, rogue merchants, and fellow Shadakine adventurers may be favourably disposed towards him and extend to him help and provisions when he needs them most, those in positions of authority will likely take note of his transgressions and be minded to put a stop to them. Once and for all.

If you choose this skill, write 'Reputation' on your Action Chart.

Holding the Weather Gauge

Having spent much of his life at sea, the Buccaneer is well accustomed to shipboard life and all that it entails. When it comes to fighting at sea, he is a gifted helmsman who can steer his ship so that the wind will always fill its sails. This gives him a great tactical advantage when closing upon any chosen target or hostile enemy vessel. The ability to position a vessel thusly is called 'holding the weather gauge'.

Additionally, a Buccaneer who holds the weather gage knows where all the best ports and safe havens are located, as well as the safest sea routes to follow in order to reach them. He is also a master at sailing a ship in adverse weather conditions.

If you choose this skill, write 'Holding the Weather Gauge' on your Action Chart.

Superstition

The life of a sailor on the seas of Magnmund can be one of extremes. One day he might find himself becalmed in fog; on another, he could be caught up in a storm force gale. In the close confines of a ship, sailors will talk about anything and everything, especially their fears. This talk culminates in a vast pool of collective knowledge that any among them can draw upon to fuel an anecdote or tall sea story when the need arises. However, just like the weather, this knowledge can be good and ill.

While they may be born out of fear, or ignorance, or a combination of both, superstitions run rife among sailors. You can always rely on them to have some far-flung rationale for every shipboard occurrence or unexpected happenstance, no matter how mundane or trivial it may be. Buccaneers, who spend a great deal of their lives sailing the oceans, inevitably will encounter hundreds of superstitions. Eventually, they become a repository for these unfounded beliefs and half-baked stories. A Buccaneer of Shadaki who possesses Superstition can use his vast repertoire of pirate myths and legends to influence the actions of his shipmates in any way he sees fit.

If you choose this skill write 'Superstition' on your Action Chart.

Swashbuckling

A swashbuckling Buccaneer of Shadaki is the epitome of a daring pirate. He has hidden reserves of bravery and determination that serve him well in times of trouble. He is adept at utilising his environment to his favour in battle, swinging from ropes, leaping from gunwales and dazzling his opponents with his wit and bravado. Buccaneers with this ability can ignore any wounds they sustain in the first round of combat.

If you choose this skill write 'Swashbuckling' on your Action Chart.

Blessing of Ishir

By invoking the name of Goddess Ishir, a Buccaneer of Shadaki can call upon the blessing of her healing powers to mend wounds sustained by himself and others. If you possess this skill, you may place yourself into a meditative prayer trance in order to restore lost ENDURANCE. You will restore 1 point of ENDURANCE for every five minutes that you maintain the trance. In order to do so effectively, you must not be disturbed, therefore this ability cannot be used during combat. You may only do this after your ENDURANCE, or the ENDURANCE of any other individual upon whom you wish to confer the benefit of this gift, has fallen below its starting level.

If you choose this skill, write 'Blessing of Ishir' on your Action Chart.

Navigation

A Buccaneer of Shadaki who possesses this ability is expert at enabling his ship to reach its chosen destination in the quickest time possible. In the course of his naval career, he will have accumulated dozens of ocean charts and maps that give him invaluable information about tides, currents, hazards and prevailing wind directions. He has also developed an infallible sense of direction and will always know the position of true north, even at night or when he is in the midst of a dense sea fog. He will be regarded as a 'human compass' by his less-gifted shipmates. His intuitive navigational skill can also be used on dry land and in subterranean locations.

If you choose this skill, write 'Navigation' on your Action Chart.

Starting Equipment

The Buccaneer of Shadaki starts with the following equipment.

Your basic possessions comprise of a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 10. The number you choose equals the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

You may also choose three items from the following list:

Bow (Weapon) Cutlass (Weapon) Helmet (Special Item, adds 2 to your ENDURANCE) Leather Armour (Special Item, adds 2 to your ENDURANCE) Meal (Backpack Item) Potion of Laumspur)Backpack Item, one dose, restores 4 ENDURANCE points) Rope (Backpack Item) Spear (Weapon) Sword (Weapon)



ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

Sommlending Knight of the Realm

Sommerlund – 'the land of the sun' – has the distinction of being the only realm in all of Magnamund to have ever held at bay the full fury of the Darklands and its foul leaders. Fairest Sommerlund has reaped the rewards of that ongoing triumph in terms of fame, honour, respect and peace. Its hard-won respite from war has bought it time enough in which to develop its lands into the fertile and vibrant country that it has become in the current age. Many nations share the surface of Magnamund but none shine quite so brightly as the verdant plains and castle-guarded vales of mighty Sommerlund.

It should come as no surprise that a realm as successful as Sommerlund has acquired many enemies down through the ages. Some simply covet its success and view it with envious eyes. Others may be less avaricious but are minded, nonetheless, to despise the land of the sun because they are allied or enslaved to its mortal enemies – the Darklords of Helgedad. Yet the many foes of Sommerlund would long ago have accomplished what Darklord Vashna did not, were it not for the inspired leadership of its wise king, the effective stewardship of its brave barons and the steadfast selfless loyalty of its knights and their well-trained retainers.

Though its standing army is a potent force in its own right, the true reason for Sommerlund's longevity and security is thanks to the Order of the Kai and the Order of the Knights Triumphant. This latter fraternity, comprising noble warriors and landed commoners (the Fryelending) brought together by their devotion to their country and their personal acts of bravery on the field of battle, have produced some of the greatest heroes of Northern Magnamund. These warriors, trained to wield sword, lance and shield in fealty to, and in defence of, the House of Ulnar, are called the Sommerlund Knights of the Realm. Each one is a powerful warrior in his own right. When they are



banded together as brothers in arms during times of war, these courageous souls become a formidable fighting force that is truly a wonder to behold.

BEING A SOMMLENDING KNIGHT OF THE REALM

While most Knights of Sommerlund serve their entire lives with proud distinction in their homeland, and never have cause to leave, there is a time-honoured tradition, particularly among the young squires of the order, of taking up the sun banner and travelling the highways and byways of Magnamund to gain experience and insights into the ways of the outside world. Other Sommlending Knights are tasked with delivering messages from the King's court in Holmgard to its ally nations far afield, or they are allotted the duty of escorting nobles and dignitaries safely through dangerous territory. The possibilities for adventure abound for Sommlending Knights of the Realm, even though their first and most important role is to maintain the security of their beloved homeland.

Those who know a true Knight of the Realm would say that honour is his first and foremost virtue. Valour would run a close second, followed swiftly by a selfless devotion to those he has pledged himself to serve. It would be naïve to expect every Knight of the Realm to be a paragon of these virtues but the vast majority of them do fulfil their duties with courage and dedication, and they have certainly earned the right to bear the crest and badge of their esteemed order. Honourless blackguard knights and venal turncoats, with no loyalty or devotion to speak of save their craven desire to enrich themselves at the expense of their realm's security, are among the most reviled of villains in all of Sommerlund. The merest rumour that one of these hated curs has been spotted on Sommlending soil is enough to draw an entire squadron of Knights of the Realm to the area in search of the outcasts. And woe betide those who are tracked down, for the Knights of the Realm have been empowered by King Ulnar V himself to summarily execute any blackguard or traitor they find at large.

The official religions of Sommerlund are devoted to the worship of the God Kai and the Goddess Ishir. The Knights of the Realm are unique with regards to their religious fealty, for their chosen deity is the demi-god Salor - the Righteous Lord of Battle. They celebrate their faith through humble daily rituals. They also have annual ceremonies which, conversely, are filled with grand martial pomp and splendour. The symbol of Salor is the broadsword and all Sommlending Knights of the Realm have the arms of Salor – a kite shield with a broadsword positioned vertically upon it – etched into the blade of their preferred weapon and tattooed on their fighting arm.

The vast majority of Sommlending Knights begin their training long before they are officially inducted into the order. This training is conducted at home, under the tutelage of fathers or uncles who typically are, or were, Knights of the Realm themselves. At the age of seven, these children are formally presented to a council of Knight Trainers at one of the kingdom's several mustering centres located on the outskirts of the major cities. These musters take place every summer on the feast day of Maesmarn (Mid-Summer's Day). The young candidates are tested and assessed, those who pass muster are inducted into the Cadet Training Order for a year of martial schooling. Those deemed worthy to continue after their first year remain with the Cadet Training Order for a further year. And so their personal training continues, with regular yearly assessment, until they turn twelve years of age when they are enrolled officially into the Order Triumphant.

Sometimes a Knight is inducted at an older age, particularly when they have proven themselves to be special by virtue of an exceptional act of bravery. At other times, the personal recommendation of a baron of the realm will suffice. Commoners and Fryelending who are thus honoured will find themselves elevated swiftly to a superior position within Sommlending society. They are bestowed with the same rights as nobles of the land and may one day have the honour of serving in the higher echelons of the Order.

COMBAT SKILL & ENDURANCE

To find out what your Knight's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 12 to this number and the resulting total will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 12 and 21).

For ENDURANCE, you do exactly the same thing, except that you now add 20 to the random number you select (so, your starting ENDURANCE is always numbered between 20 and 29).

Once you have determined what your initial COMBAT SKILL and ENDURANCE scores are, enter them on your Action Chart.

Knight of the Realm Disciplines

You begin the game as a Knight Dexter. While you have a long way to go before you can consider yourself to be a Grand Knight Paragon, you are not an absolute beginner either, as your five Knight Disciplines show. The Ranks of the Knights of the Realm, and the titles they are granted at each stage of their progress, are shown here:

Rank / Number of Knight Disciplines	Knight Title
1	Companion
2	Bannerette
3	Squire
4	Challenger
5	Knight Dexter (you begin
	at this Rank)
6	Knight Vindicant
7	Knight Champion
8	Knight Superior
9	Knight of Salor
10	Honour Knight of the
	Realm

Pick your Disciplines from the following list:

Code of Arms

A Sommlending Knight is trained from an early age to wield his sword with skill and pride, for it symbolises his god, his country and his undeniable authority upon the field of battle. This skill grants him the ability to wield a broadsword effectively with one hand so he can also make use of his shield.

If you choose this skill, write 'Code of Arms' on your Action Chart.

Code of Compassion

The Gospel of Salor teaches that compassion and mercy are not signs of weakness; they are the hallmarks of a truly honourable warrior lord. The Code of Compassion Discipline enables a Sommlending Knight to heal others by selflessly absorbing the pain of their wounds. For every one point of ENDURANCE he sacrifices, a Sommlending Knight may heal two points of ENDURANCE suffered by another.

If you choose this skill, write 'Code of Compassion' on your Action Chart.

Code of Fortitude

The mental and physical courage that is often displayed by a Sommlending Knight during battle can be a great inspiration to all those who witness it. The Sommlending Knight may continue to fight on when his ENDURANCE has been reduced to zero, or less, so long as there is at least one ally character by his side. He may receive healing during this time, if such healing during combat is permissible, but as soon as the combat ends he will die if his ENDURANCE remains at zero, or lower.

If you choose this skill, write 'Code of Fortitude' on your Action Chart.

Code of Honour

It is only by upholding his personal honour at all times that a Knight may earn and maintain the trust and respect of his fellow warriors. It is the light of honour that illuminates the path of a Knight during his journey through life. It transforms him from being a mere fighter into a warrior lord of true distinction. A Sommlending Knight who possesses the Discipline of the Code of Honour is able, automatically, to recognise lies and falsehoods perpetrated by people and creatures around him.

If you choose this skill, write 'Code of Honour' on your Action Chart.

Code of Might

This Discipline teaches the Knight to strike fast, accurately and hard with his lance. Whenever he uses his lance in combat, the Knight will deal double the normal damage to his opponent. If he also possesses the Code of the Mount, all damage he inflicts upon his enemy with a lance or a broadsword will be tripled whilst riding his warhorse.

If you choose this skill, write 'Code of Might' on your Action Chart.

Code of the Mount

Upon attainment of the Rank of Challenger (Rank 4), all Sommlending Knights of the Realm are given a personal steed and advanced training in mounted combat. The Knight who possesses the Code of the Mount becomes an expert rider and, upon reaching the Rank of Knight (Rank 5), he is given a warhorse in addition to his personal steed. Whenever the Knight initiates combat and makes a charge while armed with a lance and riding his warhorse (rather than when receiving an attack), he will inflict double the normal amount of damage upon his enemy in the first round

of combat. If he also possesses the Code of Might, all damage he inflicts upon his enemy (with lance and broadsword only) will be tripled.

If you choose this skill, write 'Code of the Mount' on your Action Chart.

Code of Right

The Code of Right teaches a Knight that the use of his strength of arms will be deemed dishonourable if it is not directed towards a just and proper end. Those who live by the Code of Right are assured the respect and admiration of their fellow Sommlending. The aspiration of a Knight should not simply to be a capable leader of men; he should also aspire to be a consummate diplomat and a paragon of righteous virtue.

Whenever he engages in a fight that he cannot justify, he will lose 1 additional ENDURANCE point per round of combat. Conversely, whenever he engages in a fight that he can fully justify (to the satisfaction of the Games Master), he will gain 1 additional ENDURANCE point per round of combat. His total of ENDURANCE points may never exceed the level with which he began the adventure.

If you choose this skill write 'Code of Right' on your Action Chart.

Code of Strength

When using his broadsword, a Knight of the Realm becomes a truly formidable force on a field of battle. Whereas a lesser warrior might struggle to wield such a cumbersome two-handed weapon, the Sommlending Knight who possesses the Code of Strength can use his mighty sword to its maximum effect. Whenever he uses a broadsword in combat, the Knight will deal double the normal damage to his opponent. If he is also using the Code of the Mount Discipline, he will inflict triple damage.

If you choose this skill, write 'Code of Strength' on your Action Chart.

Code of Valour

The Gospel of Salor states that it is the valorous who carry the field of battle. Only those Knights who live by the Code of Valour can be assured of receiving the blessing of Salor when armies clash and the fate of Sommerlund is decided by bloody combat.

A Knight with the Code of Valour Discipline is permitted to make a second attack every combat round by thrusting at his enemy with the flat of his shield. All ENDURANCE losses inflicted upon an enemy in this matter are halved in value (rounded down). If only one ENDURANCE point loss is sustained by the enemy in this way, it is ignored. The Code of Valour can only be used if the Knight is equipped with a shield during the combat. However, once the code has been invoked and implemented, he may not evade the combat before it ends.

If you choose this skill, write 'Code of Valour' on your Action Chart.

Code of Virtue

Virtue is defined in the Gospel of Salor as 'that which is noble and pure in the heart and soul of a true Knight'. It is the spiritual embodiment of everything they are, and everything they aspire to be. A Knight's virtue is what steadies his hand in battle, what steels his nerve in the face of seemingly overwhelming danger, what carries him through in conditions that would dispirit and destroy a lesser mortal. A Sommlending Knight who possesses the Code of Virtue is able to stand his ground and fight effectively in adverse combat situations that would normally cause a player to turn and flee. Whenever the Games Master requires the players to Test to see if their nerve holds good, or if they will abandon a difficult task because it seems too difficult to achieve, the Sommlending Knight with Code of Virtue will automatically pass the Test.

Additionally, he is able to detect if any non-player character within visual range is intrinsically evil by nature, or if it habours any evil intent. If you choose this skill, write 'Code of Virtue' on your Action Chart.

Starting Equipment

The Sommlending Knight of the Realm starts with the following equipment:

Your basic possessions comprise of the tunic, breeches and leather boots of a Sommlending Knight of the Realm, and a suit of Full Plate Armour (Special Item, adds 8 to your ENDURANCE). You also have a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random
Number Table and add 20. The number you choose equals the number of Gold Crowns you possess (note down this number in the Belt Pouch section of your Action Chart).

If you have the Code of Might or the Code of Strength, you will also begin your adventure with a lance, or a broadsword respectively.

You may also choose one item from the following list

Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Rope (Backpack Item) Sommlending Greatshield (Special Item, grants a +3 bonus to your COMBAT SKILL when used in combat) Spear (Weapon) Sword (Weapon) Broadsword (Weapon) Lance (Weapon)

Combat Skill	Endurance	Rank
Intial Disc	iplines	Bonus Disciplines
1.	6.	
2.	7.	
3.	8.	
4.	9.	
5.	10.	
Weapons	Backpack Item (equipment)	s Special Items
)	Notes	

DURANCE POINTS YOU	COMBAT	ENEMY
	RATIO	
YOU	COMBAT	ENEMY
	RATIO	
YOU	COMBAT	ENEMY
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TELCHOI WARRIOR

The tale of Telchos is one filled with tragedy and triumph in an age of adversity. The realm of Telchos consists of a vast desert, a sandy wasteland that dominates the western coastal region of Southern Magnamund. A hard, sun-bleached land of howling winds that sweep persistently over dusty plains and broken hills. Telchos was once a rich coastal territory with dozens of small farming villages, mighty cities and a vibrant, thriving civilisation. However, like so many of the countries of Southern Magnamund, Telchos has since been blighted by the legacy of Agarash the Damned.

The sobering tale of the fall of mighty Telchos is told in the Chronicles of Magnamund novel 'Glory & Greed' (August Hahn and Joe Dever. Mongoose Publishing. 2007). The most enduring legacy of the fall of Telchos and the suffering of the Telchoi – its noble peoples – lives on in the form of the Telchoi Warrior. A hardened, tough-as-granite female fighter with the ferocious swiftness of the desert winds and the deadly strike of a maki-scorpion, the Telchoi Warrior is just as equally effective attacking in the blistering heat of the desert sun as she is in the cold ashen shadows of a cloudless wilderlands night. Forged in adversity, most Telchoi Warriors can endure changes in climatic conditions that would crush many a warrior that hails from more temperate climes. Renowned for their toughness and deadly efficiency in battle, they are perhaps most famous for their ability to inflict a flurry of fatal wounds with their shiel–fa - their 'flashing spears of the desert'.

Most Telchoi Warriors are women. They are sometimes referred to as Telchoi Amazons. These female fighters are the first line of defence and the mainstay of the army in their matriarchal society. They are also the ones most likely to be found travelling beyond the borders of their desert realm. Male Telchoi Warriors are few in number and are rarely allowed to wander far from their homelands, although it is not unknown for Telchoi



males to be found in foreign lands. Typically, these males are either exiles, renegades, or adventurers who have chosen to explore the world before returning to Telchos to raise a family.

BEING A TELCHOI WARRIOR

For a Telchoi Warrior, every day is an adventure. Most of them, at some time in their tours of military duty, are placed on long range desert patrols. They are expected to be able to fend for themselves in adverse conditions, without any rations or supplies, while they maintain the borders of their barren homeland and keep it free from intrusion. Yet the most challenging and perilous adventures undertaken by Telchoi Warriors are those which take them into a territorial region known as the Verdari Coast. This long strip of coastal land is very fertile and rich in flora, fauna and mineral wealth. Consequently, it is also very attractive to the Telchoi's warlike northern neighbour, Klarnos, and it suffers foraging raids from that avaricious nation repeatedly each year.

There is an old Drodarin saying: 'The only thing deadlier than the sun of Telchos is a son of Telchos. The only thing deadlier than him is his wife'. Those who have ever crossed a Telchoi Warrior know this saying has the ring of truth about it. The mien of a Telchoi Warrior is one of cool detachment. They rarely speak and, when provoked, they can fly into a deadly storm of thrown spears and lashing sinew-cords in the blink of a disbelieving eye. It would be true to say that most well-trained Telchoi Warriors react so swiftly to a perceived threat that they are already in mid-strike before anyone else even knows that there exists a good reason for their targeted violence.

The official religion of Telchos is rigorously upheld by the Council of Thirty, the entirely female ruling body of the Telchoi peoples. They are charged with maintaining the high standards of fundamental devotion to the Goddess Ishir. This takes a much stricter and more demanding form of worship than can be found in all other Ishirian nations. Unlike elsewhere, the Telchoi adulate the triple aspects of Ishir as Mother, Healer and Protector. To a devout Telchoi, Goddess Ishir is seen as a strict matriarch. She will only protect those of her children who are worth protecting. She will not give aid or comfort to a Telchoi Warrior who cannot first help herself. Although there are Telchoi who are known to have renounced their faith in Ishir following the demise of their nation state, they are fewer in number than is commonly believed.

A Telchoi Warrior is a swift and fearsome female fighter. She has been trained from an early age to combat the harsh environment of Telchos in addition to the

enemies and predators that raid and plague her people. They say that the Telchoi are not children for long. They are considered to have reached adulthood at the age of 12, by which time they will have become adept at hunting for food and precious water in one of the most unforgiving environments on Magnamund. Their harsh training regimen may do little to help develop and enhance their social skills but it equips them with an instinct and a capacity for survival that is second to none among the warrior classes of Magnamund.

COMBAT SKILL & ENDURANCE

To find out what your Telchoi Warrior's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 10 to this number and the resulting score will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 10 and 19).

For ENDURANCE, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting ENDURANCE is always numbered between 20 and 29).

Once you have determined what your initial COMBAT SKILL and ENDURANCE scores are, enter them on your Action Chart.

TELCHOI WARRIOR DISCIPLINES

You begin the game as a Sand Sister. While you have a long way to go before you can consider yourself to be a Telchoi War Mistress, you are not an absolute beginner either, as your five Warrior Disciplines show. The Ranks of the Telchoi Warriors, and the titles they are granted at each stage of their progress, are shown here:

Rank / Number of Warrior Disciplines	Telchoi Warrior Title
1	Oya-i
2	Aminaturi
3	Kahina
4	Batuti
5	Sand Sister (you begin at
	this Rank)
6	Mulani
7	Desert Minx
8	Artemisari
9	Enyoi
10	Ishiri

Pick your Disciplines from the following list:

Bite of Fire

This Discipline imbues the weapons of a Telchos Warrior with an inflammatory strike capability. By evoking this power, she can cause the striking edge of a hand-held weapon to burst into flame when it hits an adversary in combat. Whenever you use this Discipline in combat, you may double any damage you inflict upon your enemy at a cost of 1 point of your own ENDURANCE per round.

If you choose this skill, write 'Bite of Fire' on your Action Chart.

Blessing of Ishir

By evoking the name of Goddess Ishir, a Telchoi Warrior can use her innate healing powers to repair wounds sustained by herself or any other person whom she can touch with both her hands. If you possess the Discipline of Blessing of Ishir, you may enter a meditative trance in order to be able to heal yourself. You will restore 1 point of ENDURANCE for every five minutes you are able to maintain the trance. In order to do so, you must not be interrupted or disturbed, therefore it is impossible to use this skill while engaged in combat.

You can only use this Discipline on yourself after your personal ENDURANCE score has fallen below its original level. Similarly, you can only use this Discipline on others once their personal ENDURANCE score has been reduced to below its initial level. Healing other people is a quicker yet more exhaustive process. It requires only 1 minute of meditative trance. However, for every 3 points of ENDURANCE you elect to expend, you may immediately restore only 1 point of ENDURANCE to the recipient of your healing power.

If you choose this skill, write 'Blessing of Ishir' on your Action Chart.

Impale

The power locked in the depths of a Telchoi Warrior's soul can be called forth to make her a more effective fighter. One manifestation of this power is the ability to temporally harden the tip of her spear or sword so that it will penetrate any metallic or rocky surface. Diamond is the only mineral capable of resisting this power. In the first round of combat, a Telchoi Warrior with the Impale Discipline can automatically pick a '9' rather than having to actually pick that number at random using the Random Number Table. However, the use of this ability does not come without cost. Every time it is used, you must expend 3 ENDURANCE points.

If you choose this skill, write 'Impale' on your Action Chart.

Mind Wall

Similar in effect to a Kai Lord's Mindshield Discipline and a Magician of Dessi's Mind Block capability, Mind Wall can be evoked to protect you from sustaining ENDURANCE losses when subjected to a psychic attack. It will also make you resistant to any attempt made to control your mind by magical or psychic means.

If you choose this skill, write 'Mind Wall' on your Action Chart.

One with the Land

The desert of Telchos is a very hostile environment. It is filled with danger and is greatly lacking in the resources which are necessary for the sustenance of human life. Yet the Telchoi are the mistresses of this sun-bleached wilderness and are able to extract from its rocks and sands sufficient water and nutrients to sustain themselves indefinitely. They have also developed immunity to the effects of the burning desert sun. Consequently, a Telchoi Warrior who possesses the Discipline of One with the Land is able to live off any territory across which she travels (with the notable exception of the Darklands of Northern Magnamund, and the Doomlands of Naaros in Southern Magnamund).

If you choose this skill, write 'One with the Land' on your Action Chart.

Pass without Trace

The Telchoi are very adept at moving across terrain without leaving any trace of their passing, making it virtually impossible for them to be tracked by enemies and desert predators.

If you choose this skill write 'Pass without Trace' on your Action Chart.

Serpent's Speed

The Telchoi have learnt well the primary rule that governs combat in the harsh and burning sandscape of their desert realm; there are only two kinds of combatant - the swift and the dead. As a consequence, the Telchoi Warrior who possesses the Discipline of Serpent's Speed will always gain a first strike advantage in a fight. Regardless of comparative COMBAT SKILL, she will automatically strike the initial blow in the first round of combat against any foe.

If you choose this skill, write 'Serpent's Speed' on your Action Chart.

Venom of Serpents

Upon reaching physical and mental maturity, a young Telchoi Warrior becomes strong enough to withstand the rigours of the Telchoi Snake Ritual. Under the supervision of her elders, the Telchoi Warrior brews a potion made of venom she has extracted from deadly Telchoi desert snakes and drinks it after a night of ritual prayer and meditation. It is a painful and traumatic experience for a young Telchoi to endure, yet very few do not survive it. As a consequence, the Telchoi Warrior becomes immune to all poisons for the rest of her life.

If you choose this skill, write 'Venom of Serpents' on your Action Chart.

Voice of Thunder

A Telchoi Warrior who possesses this Discipline is able to utter a short but very loud and deep cry that will stun all creatures within earshot. Every enemy within its range of effect who is subjected to this cry will lose 2 ENDURANCE points. They will also have their COMBAT SKILL reduced temporarily by 2 points for the duration of the combat. This Discipline should be exercised with caution when a Telchoi Warrior is fighting a combat with allies by her side. The ENDURANCE and COMBAT SKILL losses that are suffered by her enemy will similarly be inflicted upon any friendly character within its effective range.

If you choose this skill, write 'Voice of Thunder' on your Action Chart.

Winds of Telchos

The swift and swirling fighting style of the Telchoi Warrior is modelled upon the whirling eddies and cyclonic winds that sweep across the barren hills and desert sands of their homeland. By choosing the Winds of Telchos Discipline you will receive a +2 bonus to your COMBAT SKILL whenever you use a hand-held weapon in combat. This Discipline can be used in conjunction with the other aggressive Telchoi combat Disciplines, namely: Cry of Rage, Bite of Fire and Voice of Thunder.

If you choose this skill, write 'Winds of Telchos' on your Action Chart.

Starting Equipment

The Telchoi Warrior starts her adventuring with the following equipment:

Your basic possessions comprise of a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 5. The resulting total equals the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

You may also choose four items from the following list:

Handbolt (Weapon) Hide Armour (Special Item, adds 3 points of ENDURANCE) Potion of Laumspur (Backpack Item, restores 4 points of ENDURANCE) Quarterstaff (Weapon) Rope (Backpack Item) Shiel-fa (Weapon) Spear (Weapon) Sword (Weapon)

Combat Skill	Endurance	Rank
Intial Disci	plines	Bonus Disciplines
1.	6.	
2.	7.	
3.	8.	
4.	9.	
Weapons	Backpack Items (equipment)	s Special Items
	Notes	

ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

VAKERO8 WARRIOR-MAGE

The Elder Magi of Dessi were the first goodly magicians to ever set foot upon the world of Magnamund. They are now in a period of decline but their descendants have risen to the fore and are well-equipped in mind and body to wield the arcane gifts that they have inherited from their illustrious forbearers. As wielders of the purest form of Magic ever to have existed, the Elder Magi could never allow such an invaluable resource as theirs to fall into the wrong hands. One might expect that their secrets would be sought after by their sworn enemies – the Cener Druids of Ruel and the Darklords of Helgedad yet there are many more besides who covet their arcane knowledge and they show no signs of curtailing their relentless efforts to acquire it, at any cost. In recent times, the despotic rulers of Vassagonia have emerged as a persistent threat in this regard.

You are one of the Vakeros, a member of the race of humans indigenous to Dessi. Your ancestors were adopted by the Elder Magi after they settled in Dessi following their decimation in the Great Plague of 2514MS. More than seven thousand years have passed since that ancient time and a great and lasting transformation of the Vakeros has taken place. No longer are your people a primitive tribal race of humans; they are now one of the most capable and gifted of all the human sub-species who populate Magnamund. With the benign guidance and tutelage of the Elder Magi, the bravest of Dessi's native warriors have learned some of the arcane secrets of battle-magic. This represents but a tiny fragment of the sum total of knowledge possessed by the Elder Magi, yet it is sufficient enough to enhance their fighting ability and to ensure the security of their jungle and coastal borders. The best of the Vakeros military are the Warrior-Mages. You are a proud member of this warrior elite.

Vakeros Warrior-Mages share their homeland with the Magicians of Dessi but unlike the Magicians, they do not share a bloodline with the Elder Magi. They differ in capability to the Magicians of Dessi in so much as their battle-magic is weaker and more limited than the arcane powers



wielded by Magicians. Conversely, the Magicians of Dessi can never hope to match the formidable fighting prowess of the Vakeros Warrior-Mages. No rivalry has ever existed between the two factions and neither harbours any resentment or feelings of disdain towards the other. Their individual strengths are complimentary to one another and they make a deadly effective combination when fighting side-by-side.

In Dessi, Vakeros Warrior-Mages command the respect and gratitude of their people. They are organised into cadres throughout the Magiocracy, with contingents posted in the border towns and outposts. Their highestranking officers serve on the Magi Regnanti and command armies in times of war. Outside of Dessi, the existence of the Vakeros Warrior-Mages is not widely known. Neither is their existence actively promulgated by the Elder Magi. However, the Darklords and the Cenerese are well aware of the Vakeros Warrior-Mages, especially since these warrior elites are specifically trained by the Elder Magi to fight and slay Darkspawn.

BEING A VAKEROS WARRIOR-MAGE

The majority of missions undertaken by a Vakeros Warrior-Mage entail the investigation, or the countering, of a Darklord or Cenerese threat. Recently, however, there has been a need to thwart the machinations of the Vassagonians, especially their increasingly bold encroachments into the mountainous northern territories of Dessi where your nation shares a common border with the desert realm.

As the name clearly indicates, Vakeros Warrior-Mages possess a combination of combat and sorcery skills. They have no formal training in stealth or diplomacy, which are areas of expertise better suited to the Magicians of Dessi. As stated previously, the Vakeros Warrior-Mages and the Magicians of Dessi possess complimentary abilities. Unlike the spells of the Magicians, those of the Vakeros Warrior-Mages are specifically attuned to enhancing their fighting prowess. This results in the creation of a formidable fighting entity that is unique to Dessi.

Vakeros Warrior-Mages are deeply spiritual and introspective individuals, dedicated to the philosophical doctrine of their mentors – the Elder Magi. They acknowledge the existence of God Kai and Goddess Ishir but they do not worship them overtly in the way that many of the warriors of other goodly nations do. They live by a strict code of principles and eschew prayer or ritual. They are a proud breed of humans who are confident in the knowledge that by adhering rigidly to their code of principles,

throughout their lives, their souls will be assured of a lasting peace when the day comes for them to depart from the material plane of existence.

All Vakeros Warrior-Mages are human natives of Dessi. Their dark skin, their flaxen hair (usually worn in long braided plaits) and their amber catlike eyes, make them instantly recognisable to those who know of their existence. They are trained from a young age in the art of Battle-Magic by the Elder Magi. When they have mastered the rudimentary skills, they are sent to military academies located in Anasundi and Hikas - the principal cities of Dessi. Here they undergo a tough military regimen of physical training. Upon graduation, they spend a final year being tutored by members of the Magi Regnanti in the Dessian capital - Elzian. They are taught the art of war from a strategic and tactical viewpoint. Exceptional students receive an additional year of intense training to prepare them for positions of middle echelon command within the Dessi army.

COMBAT SKILL, ENDURANCE & WILLPOWER

To find out what your Vakeros Warrior-Mage's COMBAT SKILL is, go to p146 at the back of this book and pick a random number. Add 10 to this number. The resulting total will be your initial COMBAT SKILL (so, COMBAT SKILL will always be numbered between 9 and 19).

For ENDURANCE, you do the same thing, except that you add 16 to the random number you select (so, your starting ENDURANCE is always numbered between 16 and 25).

For WILLPOWER, you do exactly the same thing again, except that you add 15 to the random number you select (so, your starting WILLPOWER is always numbered between 15 and 24).

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

BLUE-STEEL SWORD

These wondrous weapons are thus called because of the unique blue steel alloy that is used to forge their super-sharp blades. It is rare for these unique swords to be found anywhere beyond the borders of Dessi. Bluesteel swords are forged by the Elder Magi in a sorcerous furnace in Elzian. The precise location of this forge has remained a well-guarded secret for thousands of years. The swords are given to Vakeros Warrior-Mages on the day of their graduation from the military academy. No Vakeros Warrior-Mage would ever willingly surrender his blue-steel sword. Therefore, it is very rare indeed to encounter anyone in possession of this weapon other than a Vakeros Warrior-Mage.

The use of a Blue-Steel Sword in combat will give a +1 bonus to a Warrior-Mage's COMBAT SKILL. Whenever he engages in combat armed with this weapon, he may expend any number of WILLPOWER points of his own choosing. Each time he does this, the damage he deals on his next attack is increased by the number of WILLPOWER points he has chosen to expend. He may do this in any combat round, so long as he has WILLPOWER enough to do so.

VAKEROS WARRIOR-MAGE DISCIPLINES

You begin the game as a Bladerunner. While you have a long way to go before you can consider yourself to be a Magus Battlemaster, you are not an absolute beginner either, as your five Vakeros Warrior-Mage Disciplines show. The Ranks of the Vakeros Warrior-Mages, and the titles they are granted at each stage of their progress, are shown here:

Rank / Number of Warrior-Mage Disciplin	nes Warrior-Mage Title
1	Cadet
2	Apprentice
3	Adept
4	Tactician
5	Bladerunner (you begin
	at this Rank)
6	Journimage
7	Avenger
8	Vindicator
9	Magiator
10	Warrior-Mage

Pick your Disciplines from the following list:

Countermagic

This Discipline is a well known favourite of the Vakeros Warrior-Mages, for it is a most effective means of countering the magical attacks of a determined enemy. When an adversary casts a spell, immediately you may use Countermagic to negate its effects by choosing any amount of WILLPOWER, up to the total you currently possess. These WILLPOWER points

should be erased from your Action Chart. Your enemy will do likewise as he directs more power to his spell in order to overcome your defensive action. Both you and your enemy must then use the Random Number Table, adding the number of WILLPOWER points you have each expended. If you score higher, the enemy's spell is completely nullified and will cease to function. If not, it will work as intended and at full effect.

You may find that Countermagic will not work against some extremely skilled spell-casters, or when used to negate the effect of particularly powerful magical artefacts. Your Games Master will advise you of this in any such unfortunate circumstance.

If you choose this skill, write 'Countermagic' on your Action Chart.

Daernath

A Daernath specialist is rarely without a reserve of firepower. A Warrior-Mage who possesses this Discipline can always take the power of his magic and transform it into a bolt of pure arcane energy. He may target any enemy he can see.

Deduct any number of WILLPOWER points of your own choosing. These will be used to power your spell. For every 2 points you expend, your enemy will suffer a 1 point loss of ENDURANCE. In order for the spell to be used effectively, you must have a clear and unobstructed view of your enemy.

If you choose this skill, write 'Daernath' on your Action Chart.

Will Stealer

Taught only to the most talented of Vakeros Warrior-Mages, the Will Stealer Discipline enables you to leech an enemy's mental strength. You can target any enemy who possesses WILLPOWER. Both you and your chosen enemy pick a random number. To this you add your respective ENDURANCE scores. If your total score is now higher than that of your enemy, he will immediately suffer a loss of WILLPOWER that is equal to the difference between your two totals. This loss is transferred to you and you may now add the sum of WILLPOWER points you have gained from your opponent to your current total. If your total score is less than your enemy's total, you will lose the WILLPOWER points you expended. This is a rare incidence where your WILLPOWER may rise above its initial level.

If you choose this skill, write 'Will Stealer' on your Action Chart.

Kaenos

The Vakeros Warrior-Mage who possesses this Discipline is a well-centred and stable individual who is sure of his place in the grand scheme of things. He wields all magic of a cerebral nature with supreme confidence and expertise. Readily, he is able to focus his power and use it to communicate telepathically. Also, the Vakeros Warrior-Mage may at any time sacrifice his ENDURANCE to gain more WILLPOWER. For every two points of ENDURANCE he chooses to expend in this way, he gains 1 point of WILLPOWER.

If you choose this skill, write 'Kaenos' on your Action Chart.

Veronios

The magical arts of the Vakeros Warrior-Mages are ancient in origin and pre-date the sorceries used by all other practitioners. A Warrior-Mage who possesses the Discipline of Veronios may select any one Discipline from the list of the Brother of the Crystal Star and use it with impunity.

If you choose this skill, write 'Veronios _____' on your Action Chart.

Puuros

Vakeros Warrior-Mages who possess the Discipline of Puuros are especially well-suited to the role of bodyguard. They have the courage and ability to put themselves in harm's way in order to protect the person in their charge, be it a Magician of Dessi, an important noble of a foreign court or a comrade in arms who is fighting at his side.

During combat, you may elect to swap places with any such charge or ally who is in close enough proximity for you to be able to reach out and touch them with your hand. The enemy they are confronting in combat will now find himself engaged in combat with you!

If you choose this skill, write 'Puuros' on your Action Chart.

Sanctuary of the Vakeros

This is one of the most powerful spells that any lower-ranking Vakeros Warrior-Mage can cast. When you elect to use it, a brilliant blue-white radiant halo of light will surround the subjects of your spell, protecting them from attacks and causing all enemies with whom they are engaged in combat to retreat at once or suffer the consequences. This spell can be cast only once per adventure, and only when a combat is taking place. All allies affected by the spell will immediately gain 8 ENDURANCE points, while all enemies will instantly lose 8 ENDURANCE points. It is particularly effective against Darkspawn. When used against them, they will instantly lose 12 ENDURANCE points.

If you choose this skill, write 'Sanctuary of the Vakeros' on your Action Chart.

Valos

The Vakeros Warrior-Mage who possesses this Discipline becomes an exceptionally swift and agile warrior. By evoking this spell, he is able to teleport himself elsewhere in an instant.

For every point of WILLPOWER expended, you may teleport yourself 1 metre (3 feet) away from your present location. It may be used at any time during combat. However, your chosen destination must be fully visible in advance of using this spell and there must be no obstruction standing between you and your chosen destination. For example, it cannot be used to teleport oneself out of a totally confined space, such as a locked prison cell.

If you choose this skill, write 'Valos' on your Action Chart.

Vakeros Ra

Vakeros Warrior-Mages who possess this Discipline are able to suffuse their swordplay with their magical art. Upon casting this battle spell, the Vakeros Warrior-Mage gains an immediate +2 bonus to his COMBAT SKILL. Further, he is then able to parry any one blow that he receives in the ensuing combat, ignoring any damage he would otherwise sustain. The effects of the spell cease to function as soon as the combat comes to a close.

If you choose this skill, write 'Vakeros Ra' on your Action Chart.

Veerok Mastery

A Vakeros Warrior-Mage who possesses this spell has mastered the art of taming and handling a Veerok Eagle. These giants of the skies, which are closely related to the Itikar of Vassagonia, are fiercely independent giant birds of prey. They are only to be found in the Xulun Mountains of north-western Dessi and rarely do they bond with any humans other than the Vakeros.

Upon successful graduation from the military academy, and after having received his Blue-Steel Sword, a Vakeros Warrior-Mage who possesses this discipline may journey to the Xulun Mountains in search of a Veerok Eagle

mount. His quest may take several months, and there is no guarantee that it will be successful but if it is then the Vakeros Warrior-Mage will acquire for himself one of these magnificent feathered steeds. Once the bond between Veerok and Vakeros has been forged, it is unbreakable. The Veerok will be loyal to the Vakeros for life and will protect him whenever he is threatened whilst travelling across open territory. The Vakeros Warrior-Mage who gains a Veerok mount and may use it as others would use a horse.

If you choose this skill, write 'Veerok Mastery' on your Action Chart.

Starting Equipment

The Vakeros Warrior-Mage starts his adventure with the following equipment:

Your basic possessions comprise of a Blue-Steel Sword, the black tunic boots, and breeches of your order, a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 10. The resultant total is equal to the number of Gold Crowns you possess (note this number in the Belt Pouch section of your Action Chart).

You may also choose two items from the following list:

Bow (Weapon) Meal (Backpack Item) Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) Quiver (Special Item, contains 12 arrows) Rope (Backpack Item) Short Sword (Weapon) Spear (Weapon)

Note: a Vakeros Warrior-Mage does not wear any traditional type of armour, nor does he use a conventional battle shield.

Combat Skill Er	ndurance	Willpower	Rank
Intial Discipl	ines	Bon	us Disciplines
1.		6.	
2.		7.	
3.		8.	
4.		9.	
5.		10.	
Weapons	Backpacl (equipn	k Items nent)	Special Items
)	Note	es	

ENDURANCE POINTS		ENDURANCE POINTS
YOU	COMBAT RATIO	ENEMY

EQUIPMENT & Special Items

Buying

Buying some useful extra equipment for your Character before you set out on your first adventure may be very desirable but whether or not this is permissible should be decided by the Games Master. The primary purpose of the following lists is to provide Games Masters and Characters with a guideline to the relative average cost of different goods, services and provisions in Magnamund. For instance, prices will vary slightly in different locations, at different times and in different sets of circumstances. The following items will tend to be less expensive in large, civilised cities during times of peace; they will be more expensive in remote, uncivilised locations, especially during times of famine and war.

SELLING

Usually, a Character can expect to sell something for half its listed price. But this assumes that there is actually a market for the items he puts up for sale. The Games Master may decide that there are simply too many of the same or similar items available at the present time, and decide to lower their listed value when the market becomes saturated with that particular type of merchandise. Conversely, if there is a strong demand for the item that is being offered for sale, then the Character should expect to receive slightly more for it than its listed value.

WEAPON8

Weapons are tools of violence to be used to overcome one's adversaries when guile, wit, subtlety and diplomacy have all failed! The following list details the different types of weapons that you can expect to encounter during your adventures in Magnamund. These are most likely to be found for sale in Armouries, Weaponsmithies and City Markets. Bombards and Cannons usually can only be purchased directly from the Dwarves of Bor, or from their appointed agents. Boom Powder is readily available in Bor, Sommerlund, Durenor, Bhanar, Chai, Lissan, Shadaki, Vassagonia, civilised nations bordering upon the Tentarias and throughout the Stornlands of northern central Magnamund. It is often unavailable or in short supply elsewhere.

Weapon	Gold Crowns	Special Rules
Arrows	1 each	
Axe	8	
Battleaxe	12	Requires two hands
Bombard	1,800	Requires a trained crew
Bor Musket	375	Ranged weapon
Bor Shot	1	Per 12 (for muskets & pistols)
Bow	25	Ranged weapon
Broadsword	25	Requires two hands
Cannon (naval)	1,500	Requires a trained crew
Claymore	20	Requires two hands
Crossbow	80	Ranged weapon
Crossbow bolts	2 each	
Cutlass	10	
Dagger	2	
Dart	1	
Drodarin War Axe	15	Requires two hands
Falchion	15	Requires two hands
Flail	5	
Handbolt	1	
Handgun (Bor Pistol)	175	Ranged weapon
Javelin (short)	2	
Lance	15	
Longbow	30	Ranged weapon
Mace	10	
Morningstar	10	
Nunchaku	2	
Pike	12	Requires two hands
Quarterstaff	1	Requires two hands

WEAPONS List

Weapon	Gold Crowns	Special Rules
Rapier	12	
Scimitar	10	
Scythe	9	Requires two hands
Shiel-fa	5	Ranged weapon
Short Sword	7	
Shuriken (5)	1	Ranged weapon
Sickle	3	
Sling	1	
Sling Shot	1	Per 12
Spear	2	
Sword	10	
Trident	10	
Warclub	5	Requires two hands
Warhammer	10	
Whip	2	

Bor Musket: The signature weapon of the Dwarven Gunners of Bor, these firearms are powerful ranged weapons limited only by their need for boom powder and their one round reload time. Bor muskets fire shot the same size, shape and cost as sling bullets. All damage caused by the Bor Musket is tripled.

Bombard: A larger, terrestrial version of the naval cannon, these also originate from Bor. However, the early design has now been adapted by many countries, including Shadaki. Bombards use two kegs of boom powder per shot and each bombard ball weighs 25 pounds. and costs 25 Gold Crowns to have cast. Bombards are often to be found in fixed gun emplacements in fortified cities, or in the siege trains of invading armies. A character or creature struck by a bombard ball will be immediately reduced to 0 ENDURANCE!

Cannon (naval): Think of this as a much larger version of a Bor Musket. This weapon is typically mounted on a wheeled trolley and powered by a keg of boom powder per shot. Cannons take three rounds to load. A cannon ball weighs 10 pounds and costs 10 Gold Crowns to cast. A character or creature struck by a bombard will be immediately reduced to 0 ENDURANCE!

Claymore: The claymore is a heavy hand weapon born out of the savagery between the human tribes of barbarians that reside around the borders of the Drodarin nations. It can only be wielded with two hands.

Cutlass: A short-bladed, single-edged naval sword fitted with a metal basket or cup-shaped band designed to protect the hand of the wielder. Favoured weapon of the Buccaneers of Shadaki, naval marines and pirates of all nations.

Handbolts: These are one foot long javelins that are too light to be effectively thrown as ranged weapons. Wielded by Telchoi Warriors, handbolts are melee weapons that can also be hurled from a shiel-fa. The shiel-fa is a braided mass of long sinews and is detailed later. Only with the aid of a shiel-fa can a handbolt be used as a ranged weapon at all.

Handgun (Bor Pistol): The preferred sidearm of a Dwarven Gunner of Bor, a handgun is a flintlock pistol that fires Bor shot the same size, shape and cost as sling bullets. These smaller versions of the Bor Musket take one round to reload. All damage caused by the handgun is doubled.

Pike: A very long polearm, typically 6 metres in length. You may use a pike against an enemy who is already fighting an ally and you will be able to ignore any damage dealt against you by non-ranged weapons. However, if you are armed with a pike and you are attacked by an enemy directly, you will not be able to use it effectively in your defence. In this instance, you will be counted as being unarmed. Pikes can be difficult to carry and impossible to use in confined places (e.g., interior and subterranean locations).

Shiel-fa: A desert weapon created and used exclusively by Telchoi Warriors. This is a bracer with several cords of flexible sinew attached to the elbow edge. When wielded by someone trained in its use, the shiel-fa acts like a whip. In addition, the shiel-fa is also a ranged weapon that can be used to hurl handbolts. This is done by twirling a handbolt tightly with a cord and then securing it to the shiel-fa's bracer. When the forearm is turned sharply the opposite direction, which can occur any time after the handbolt is loaded, the cord recoils sharply and flings its tiny projectile with remarkable force.

Warclub: A large piece of planed hardwood studded with teeth, fangs and sharp flints. The warclub is the preferred weapon of Bhanarian warriors. A blow from this weapon both tears and crushes on impact.

SUPERIOR WEAPONS

A superior weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 or +2 bonus to COMBAT SKILL. The +1 bonus adds 250 Gold Crowns to the cost of a normal weapon (and double the cost for its

ammunition, if required). Adding the +2 bonus to a weapon costs twice the normal increase (i.e., +500 Gold Crowns and triple the cost for its ammunition, if required).

Superior ammunition is effectively destroyed when used. The bonus of superior ammunition adds to the superior bonus of the ranged weapon firing it.

ARMOUR

Armour is worn by prudent characters who expect to find themselves in harm's way but not all character classes are permitted to use it. You are advised to consult your character specification before making any purchase of armour. For game purposes, items of armour are counted as Special Items.

Armour	Gold Crowns	ENDURANCE Bonus	Special Rules
			Special Rules
Bone	50	+3	
Breastplate	100	+5	
Buckler	20		+1 CS
Chainmail (full)	100	+5	
Chainmail (waistcoat)	80	+4	
Full Plate	800	+8	
Gauntlets	20	+1	
Greaves	25	+2	
Helmet	25	+2	
Hide	45	+3	
Leather	30	+2	
Padded	20	+1	
Plate mail	650	+6	
Rerebraces	25	+1	
Sabatons	25	+1	
Scale mail	70	+4	
Shield	30		+2 CS
Sommlending Greatshield	45		+3 CS
Studded leather	35	+3	
Vambraces	25	+2	

ARMOUR

Bone: Used exclusively by the Barbarians of Kalte, this armour uses rib and leg bones bound together with braided leather strips to create a hard but fairly flexible breastplate.

Breastplate: Effectively plate mail armour for the torso, a breastplate provides protection for the chest and abdomen. It does not usually protect the wearer's back.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it, though it does not increase your COMBAT SKILL when using a ranged weapon.

Chainmail (full): An extended form of the Chainmail waistcoat, full chainmail covers the arms and legs of the wearer. This provides better protection but at the expense of movement and agility.

Chainmail Waistcoat: A shirt, long or short sleeved, constructed of interlocking rings of metal. A chainmail waistcoat is the light armour of choice for many warriors looking to acquire some effective protection without it restricting their freedom of movement unduly. Its only real disadvantage is its weight. It must usually be taken off before a character can swim effectively.

Full Plate: Made of polished steel and consisting of a breastplate with a reinforced back, separate plates for the extremities and vulnerable areas of the body and a raised collar to protect the neck. Full plate is the most effective form of regular battle armour commonly available. The suit includes gauntlets, heavy leather boots, a visored helm and a thickly padded woollen under-suit which is worn beneath the armour itself.

Plate Mail: A compromise between protection and weight, plate mail is actually more restrictive to the wearer's movement than full plate armour but offers heavy protection at a cheaper price. Plate mail gets its name from the plate-sized pieces of steel that cover the vulnerable areas of the wearer's body. Chainmail is used to protect the joints and joins. The suit includes gauntlets and a helmet.

Rerebraces: Steel plate protection for the upper arms.

Sabatons: Armour for the feet and consist of riveted iron plates fitted directly onto a character's leather boots.

Scale Mail: Made up of numerous metal or heavy leather scales that are sewn over a protective backing. Much like banded mail, scale mail covers most of the body and can provide effective protection to those who do not want a heavier suit of armour with all its penalties to movement and agility. The suit includes gauntlets. Scale mail is normally the heaviest armour that will be issued to troops who need to remain mobile, such as skirmishers and archers.

Somlending Greatshield: This large wood and steel shield is almost as tall as its wielder. It offers superlative protection from ranged weapons, but it tends to be heavy and very tiring to use for long periods of time, particularly in large-scale battles.

Vambraces: Steel plate protection for the forearms.

SUPERIOR ARMOUR

Just as you can with weapons, so you can purchase superior versions of armour. These items provide a +1 or +2 bonus to ENDURANCE. The +1 bonus adds 150 Gold Crowns to the cost of the armour. Adding the +2 bonus to armour costs twice the normal increase (i.e., +300 Gold Crowns).

GOOD8 & SERVICE8

Several of the items listed on the Goods and Services tables come with descriptions that include details of any special benefits they confer upon the individual using them. As with weapons, this list should only be considered as a general guide. The actual number of common and useful goods and services to be found in Magnamund goes far beyond what any list can hope to cover in detail. Games Masters are encouraged to use the following lists to help them to determine prices of items they wish to include in their adventure scenarios.

Note: while most items are listed as being Backpack or Special Items, some are not. This is generally because they are too bulky for a player to carry around without some special provision (such as only carrying one weapon, or no additional equipment at all). The final arbiter in this matter, as in most things, is the Games Master.

Adventuring Gear

Item	Gold Crowns	Type of Item
Backpack (empty)	2	
Barrel (empty)	4	
Basket (empty)	2	—
Bedroll	1	Backpack
Bell	1	Backpack
Blanket, winter	2	Backpack
Block and tackle	1	Backpack
Bottle, wine, glass	2	Backpack
Bucket (empty)	1	
Candle	1	Special
Canvas (per sq. mtr / sq. yd.)	1	Backpack
Case, map or scroll	1	Backpack
Chain (3 mtrs / 9 ft.)	2	Backpack
Chalk, 1 large piece	1	Backpack
Chest (empty)	2	
Crowbar	1	Backpack
Firewood (per day)	1	Backpack
Fishhook	1	Special
Fishing net, (8 sq. mtrs / 25 sq. ft.)	5	Backpack
Flask (empty)	1	Backpack
Flint and steel	1	Backpack
Grappling hook	1	Backpack
Hammer	2	Backpack
Ink (25ml / 1 oz. vial)	1	Special
Ink pen	1	Special
Jug, clay	1	Backpack
Ladder, (4 mtrs / 12 feet)	2	
Lamp	1	Backpack
Manacles (with 2 keys)	3	Special
Mirror, small steel	3	Special
Mug/tankard, clay	1	Backpack
Oil (500ml / 1 pint flask)	1	Backpack
Parchment (sheet)	1	Special
Pick, miner's	4	Weapon
Pitcher, clay	1	Backpack
Piton	1	Special
Pole, (3 mtrs / 9 ft.)	3	_
Pot, iron	1	Backpack
Pouch, belt (empty)	1	Special

Item	Gold Crowns	Type of Item				
Rations, trail (per day)	1	Backpack				
Rope (17 mtrs / 50 ft.)	2	Backpack				
Sack (empty)	1	Special				
Sealing wax	1	Backpack				
Sewing needle	1	Special				
Signal whistle	2	Special				
Signet ring	5	Special				
Sledgehammer	10	Weapon				
Soap (per ½ kilo / 1 lb.)	1	Backpack				
Spade or shovel	2	_				
Spyglass	5	Backpack				
Tent	10	Backpack				
Torch	1	Backpack				
Vial, ink or potion	1	Special				
Waterskin	1	Backpack				
Whetstone	2	Backpack				

SPECIAL MATERIALS, SUBSTANCES & ITEMS

Item	Gold Crowns	Type of Item						
Acid (flask)	10	Backpack						
Alether berries (per dose)	5	Special						
Antitoxin (vial)	50	Special						
Boom Powder (per keg)	12	Backpack						
Holy water (per flask)	20	Backpack						
Larnuma Fruit (one meal)	2	Meal						
Laumspur Leaves (one dose)	3	Meal						
Potion of Laumspur (one dose)	5	Backpack						
Sunrod	5	Special						

Alether Berries

These small berries are a potent stimulant, greatly increasing reflex speed and reaction time while enhancing physical strength and endurance. All of these increases are temporary but a single dose of berries adds +1 to your COMBAT SKILL for one round. Multiple berry doses can be eaten; these do not increase the bonus but do cumulatively add to the duration of the effect. Note: Alether is highly addictive and shunned by most professional warriors. Games Masters should take note of players who consume Alther too frequently (e.g., more than once per adventure) and penalise them accordingly.

Boom Powder: Straight from the powdersmiths of Bor, boom powder is a grey-black powder that burns fiercely when ignited. The resultant expanding gasses will explode if not given sufficient room to dissipate. This property makes it perfect for propelling shot and ball through the steel or black iron tubes of pistols, muskets, cannon and bombards. A keg of boom powder is roughly the size and shape of a large beer stein and holds a total of 12 charges of powder.

Larnuma Fruit: Found on small trees in the Wildlands, and in southwestern parts of Durenor, these purple fruits are extremely succulent and nutritious. Prized for their ability to stay fresh and edible for months after picking, one Larnuma fruit counts as a meal and restores +1 ENDURANCE because of its especially nutritious properties.

Laumspur Leaves: A refreshing mint-like leaf, Laumspur is both a powerful restorative herb and a source of nutrition. Eaten raw, it restores +2 ENDURANCE and counts as a meal.

Potion of Laumspur: This tincture is a bitter-sweet tasting liquid that restores +4 ENDURANCE points once consumed. Laumspur is the most common healing agent to be found in Northern Magnamund and is readily available in the apothecary shops of most towns and cities.

Sunrod: This 300 millimetre length of gold-tipped, iron-weight incendiary mineral rod will glow brightly when its tip is struck against a hard surface. Its effect will lasts for six hours. Once struck, its light cannot be extinguished, even by water or high winds.

FOOD, DRINK & LODGING

Item	Gold Crowns	Type of Item				
Ale	1	Backpack				
Banquet (per person)	10	_				
Bread, per loaf	1	Meal				
Cheese (per portion)	1	Meal				
Common Inn Room (per night)	2	_				
Common Meal	2	Meal				
Good Inn Room	5	_				
(per night)						
Hearty Meal	5	Meal				
Meat (per portion)	1	Meal				
Poor Inn Room	1	_				
(per night)						
Poor Meal	1	Meal				
Wine (per bottle)	3	Backpack				

SERVICE8

Service	Gold Crowns
Carriage (per day)	6
Coach / cab (cities only)	1 per 1½ kms (1mile)
Hireling, trained (per day)	5
Hireling, untrained(per day)	2
Messenger	1 per 1½ kms (1mile)
Road, gate, bridge toll	1
Ship's passage	1 per 16 kms (10 nautical miles)

COMBAT

Combat Ratio

		11												
		$\begin{bmatrix} -11 \text{ OR} \\ \text{GREATER} \end{bmatrix} -10$		/-9 -8/-7		-7	-6/-5		-4/-3		-2/-1			
	1	E	-0	E	-0	E	-0	E	-0	E	-1	E	-2	
	I	PC	K	PC	K	PC	-8	PC	-6	PC	-6	PC	-5	
	•	E	-0	E	-0	E	-0	E	-1	E	-2	E	-3	
4	2	PC	K	PC	-8	PC	-7	PC	-6	PC	-5	PC	-5	
	-	E	-0	E	-0	E	-1	E	-2	Е	-3	Е	-4	
•	3	PC	-8	PC	-7	PC	-6	PC	-5	PC	-5	PC	-4	
	4	E	-0	E	-1	E	-2	E	-3	E	-4	E	-5	
ſ	4	PC	-8	PC	-7	PC	-6	PC	-5	PC	-4	PC	-4	
	5	E	-1	E	-2	E	-3	E	-4	E	-5	E	-6	
	5	PC	-7	PC	-6	PC	-5	PC	-4	PC	-4	PC	-3	
	6	E	-2	E	-3	E	-4	E	-5	E	-6	E	-7	
ľ	6	PC	-6	PC	-6	PC	-5	PC	-4	PC	-3	PC	-2	
,	7	E	-3	E	-4	E	-5	E	-6	E	-7	E	-8	
	/	PC	-5	PC	-5	PC	-4	PC	-3	PC	-2	PC	-2	
	8	E	-4	E	-5	E	-6	E	-7	E	-8	Е	-9	
ľ	0	PC	-4	PC	-4	PC	-3	PC	-2	PC	-1	PC	-1	
	9	E	-5	E	-6	E	-7	E	-8	E	-9	E	-10	
	7	PC	-3	PC	-3	PC	-2	PC	-0	PC	-0	PC	-0	
	0	E	-6	E	-7	E	-8	E	-9	E	-10	E	-11	
Ľ	U	PC	-0	PC	-0	PC	-0	PC	-0	PC	-0	PC	-0	

E = ENEMY PC = PLAYER CHARACTER

Random Number

RESULTS TABLE

0/0		+1/+2		+3/+4		+5/+6		+7/+8		+9/+10		+11 or GREATER	
E	-3	E	-4	E	-5	E	-6	E	-7	E	-8	E	-9
PC	-5	PC	-5	PC	-4	PC	-4	PC	-4	PC	-3	PC	-3
E	-4	E	-5	E	-6	E	-7	E	-8	E	-9	E	-10
PC	-4	PC	-4	PC	-3	PC	-3	PC	-3	PC	-3	PC	-2
E	-5	E	-6	E	-7	E	-8	E	-9	E	-10	E	-11
PC	-4	PC	-3	PC	-3	PC	-3	PC	-2	PC	-2	PC	-2
E	-6	E	-7	Ε	-8	E	-9	E	-10	E	-11	E	-12
PC	-3	PC	-3	PC	-2	PC	-2	PC	-2	PC	-2	PC	-2
E	-7	E	-8	E	-9	E	-10	E	-11	E	-12	E	-14
PC	-2	PC	-2	PC	-2	PC	-2	PC	-2	PC	-2	PC	-1
E	-8	E	-9	E	-10	E	-11	E	-12	E	-14	E	-16
PC	-2	PC	-2	PC	-2	PC	-1	PC	-1	PC	-1	PC	-1
E	-9	E	-10	E	-11	E	-12	E	-14	E	-16	E	-18
PC	-1	PC	-1	PC	-1	PC	-0	PC	-0	PC	-0	PC	-0
E	-10	E	-11	Ε	-12	E	-14	E	-16	E	-18	E	K
PC	-0	PC	-0	PC	-0	PC	-0	PC	-0	PC	-0	PC	-0
E	-11	E	-12	E	-14	E	-16	E	-18	E	K	E	K
PC	-0	PC	-0	PC	-0	PC	-0	PC	-0	PC	-0	PC	-0
E	-12	Е	-14	Ε	-16	E	-18	E	K	Е	K	Е	K
PC	-0	PC	-0	PC	-0	PC	-0	PC	-0	PC	-0	PC	-0

K = AUTOMATICALLY KILLED



Prepare to return to the world of Magnamund, this time with your friends. The Lone Wolf Multiplayer Game Book is a full roleplaying game, based on the simple rules system of the solo books – it is so easy, anyone can play!

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